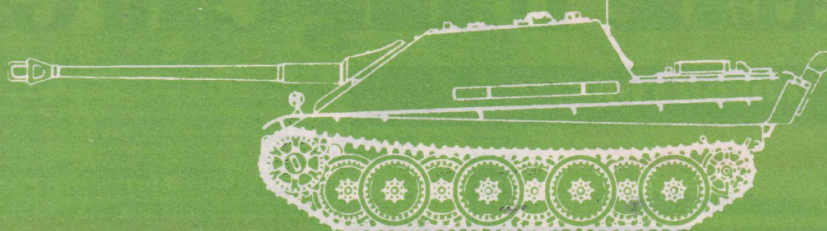




MILITARY SIMULATIONS PTY. LTD.



MAIL ORDER MAGAZINE

WINTER 1994 EDITION

MILITARY SIMULATIONS

134 Cochranes Rd. Moorabbin
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ENQUIRIES

Our phone service operates from 9.00am to 4.00pm Monday to Friday. Queries regarding new releases, prices, stock availability, or order status are welcome. After hours, you can leave credit card orders on our answering machine.

20 YEARS OF SERVICE

Military Simulations was established in 1974 and has been efficiently and reliably servicing gamers throughout Australia ever since. Orders are processed and shipped within 24 hours. Items out of stock at time of ordering will be placed on back-order and sent to the customer as soon as it is available again - at no extra cost for postage.

THE SHOW ROOM

Our well stocked showroom includes over 1200 miniatures on display plus a huge range of wargames and role-playing material. Customers are welcome to visit us, & gaming club members are entitled to a discount (with proof of membership). The showroom is open from 9.00am to 4.30pm Monday to Friday, and from 10.00am to 1.00pm on the first and third Saturdays of each month.

CLUB DIRECTORY

We are compiling a national club guide for gamers. We need your club name & contact address.

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Please note - prices in this catalog are subject to change without prior notice.

DRAGONFIRE

Dragonfire is an adventure board game for one gamemaster and 2-4 players, and is similar in format to Advanced Heroquest. Rapid entry rules allow you to begin playing the game in just a few minutes. The game includes 16 superb fantasy plastic exaggerated 25mm figures, the equal of Citadel; excellent floor tiles which allow a limitless variety of floor plans, 56 playing, data, and event cards, 16 rooms and corridors, 6 doors, 9 dice, rules, and adventure booklet.

The game focuses on 2 to 4 Dragonknights, who have the power of dragonfire in their veins. They must penetrate the mines and labyrinths of the darklords to find them and slay them before they take over the free lands. But many, many perils await the dragonknights, trapdoors, hazards, massive trolls, fearsome orcs - and the darklords themselves. You can even customize your own adventures.



\$20.00
Was \$40.00

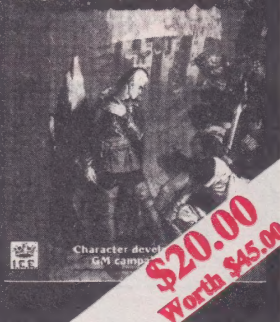
ROLEMASTER RPG

A new version of Rolemaster will be coming out later this year, so we have to clear our current stocks. But at these ridiculous prices our stocks won't last long. Rolemaster RPG is a complete boxed fantasy role playing system, and contains three core books. This state of the art system adds realism and depth to your campaign without sacrificing playability. For one, how many RPGs are out there that would require your player characters to run away from some of the monsters they meet! The first book in the box is *Arms Law and Claw Law*, the armed and unarmed combat system, which can be adapted to any other fantasy role playing game. Each weapon has its own unique attack and critical hit tables. 30 individual weapon attack charts are included, 10 critical strike tables, 12 animal & martial art charts, & heaps of options. 96 pages.

The second book is *Spell Law*, which is Rolemaster's sourcebook for over 2000 fantasy spells, based on 3 realms of power and 15 character professions. Again adaptable for any fantasy role playing game, its magic system includes individual spell attack tables, critical strike tables, a power point system, workable alchemy rules, etc. 160 pages.

The third book is *Character and Campaign Law*, which is Rolemaster's complete character development rules set which uses a combined skill and level system. This enables players to create truly remarkable and individual fantasy characters. Also includes extensive campaign and gamesmaster guidelines. 144 pages.

Rolemaster



\$20.00
Worth \$45.00

THE BATTLETECH COMPENDIUM

FASA are re-doing the BattleTech Compendium, which is why we are clearing this one out. But they are not revising the game rules. They are merely updating them to include the rules found in Battlespace and I think, the rules from the new BattleTech Tactical Handbook. So although this version of the Compendium will be out of date, the rules will still be correct.

This 144 page book is a must have for all BattleTech players, containing all the rules needed to play BattleTech. Comprehensive rules cover all the advanced weapons types, Clan Battlearmor, omnimechs, pulse lasers, shotgun rounds, streak SRMs, CASE, XL engines, etc. There are two full color sections of 8 pages each, detailing Clan mech and battlearmor paint schemes, and a miniatures conversion from Ral Partha which allows you to play without hexes. Also includes construction costs and rules on all mech, AFV, aerospace, and infantry types and components. Record sheets are included for all vehicle types, and there are many optional rules included as well.



\$7.50
Was \$16.50

■ New Item Not Yet Released

There are 160 cards in the set, and are only available in this Starter Deck of 60 cards. If you buy a whole display, you should be able to get the whole set 3 - 4 times over. 600 cards... **\$157.00**

Roleplaying Games

COLOR CODE

■ New Item Now Available and in Stock

■ New Item Not Yet Released

ARS MAGICA

FANTASY Roleplaying's most realistic and dynamic storytelling game of magic set in the 13th century. It allows you to play the role of power wizards. This is the 3rd Edition. By Wizards of the Coast.

- ARS MAGICA** 362 page softcover book, set in a dark vision of the medieval world, where superstitions are fact. You play a Mage, or are the companion of such a sorcerer, such as a mercenary, street-urchin, thief, etc. You journey forth to gather magical ingredients, delve into forgotten tombs, enter the realm of the faerie, and fight in the underworld. **\$55.00**
- Medieval Bestiary** Beasts of legend and the mundane world, over 100 in all, each with a complete story concept. **\$30.00**
- Medieval Handbook** A sourcebook on Europe of the 12th century, written in the hand of a monk, offering his perspective on the society and culture of the Middle Ages. It follows the monks journey through Europe, and details journeys, accommodation, an ideal village, manors, law courts, festivals, etc. **\$40.00**
- Mythic Europe** The world of Ars Magica, in all the grandeur and romance of Medieval Europe, and full color map of the realm. Due?? **\$35.00**
- Parma Fabula** GM screen & mini adventure. **\$20.00**
- Pax Dei** The Internal Realm of Mythic Europe, revealing previously unknown lore about the Divine Realm. **\$35.00**
- Tribunals of Iberia** Provides extensive background into the mundane and magical realms of Mythic Europe's Spanish peninsula. It is a bleak, war-torn land. 126 well illustrated pages, including maps. **\$22.00**
- Tribunals of Rome** Extensive background info on the mundane and magical realms of the Italian peninsula. 13th Century Rome is the heart of the Empire, the most magnificent land in Mythic Europe - and utterly damned. Powers of darkness rule, & mortals and mages fight amongst themselves shamelessly. 126 pages profusely illustrated. **\$25.00**
- The Maleficium** Explores the machinations and mystique of the Internal Realm - the netherworld. Here you can confront evil, master Dark Arts, & become a mage opposed to the Order of Hermes. 144 pp. **\$35.00**
- The Wizard's Grimoire** The magic supplement for Ars Magica. 172 pages for both players & storyguides. New laboratory rules, spells, magic items, vocations, & wisdom for Mage characters. **\$38.00**

CASTLE FALKENSTEIN

FANTASY A fantasy role playing game featuring dashing and gallant heroes set in the Victorian Era of the 1870s, featuring the world as it was rumoured to be, including Jules Vern, Captain Nemo, etc. By RTG.

CASTLE FALKENSTEIN From the creators of Cyberpunk comes a world set in the 1870s, with Flashing Blades, Blazing Guns, steam-punk diavies, laser exosuits, supernatural engines, mythic monsters, technologist mages, mad kings, fearless heroes, revenge, honor, & high romance. Softcover **\$55.00**
Hardcover **\$65.00**

CALL OF CTHULHU

HORROR Beyond the comforting realms of society lurks an ancient and terrifying conspiracy - a sinister, eldritch mythos seething with malevolent desires. An excellent RPG! By Chaosium.

- Call of Cthulhu 5th Edition** A highly recommended atmospheric, gothic-horror RPG set in H.P. Lovecraft's 1920s Earth. A real treat for serious roleplayers. The 5th edition is completely re-typeset and illustrated, and features a wealth of supplementary material - it looks great. Features include 4 scenarios, The Dreamlands, forensic pathology, an entertaining historic timeline, an illustrated bestiary, etc. **\$45.00**
- Adventures in Arkham Country** Five scenarios set in Arkham, Dunwich, Kingsport & Innsmouth. The major piece, With Malice Aforethought, puts the investigators on trial. **\$40.00**
- Arkham Unveiled** A 160 page guide to 1920's Arkham in New England, includes details on Miskatonic University, creepy locales, bizarre characters, and 4 adventures. Now out of print, but we still have some copies left. **\$40.00**
- At Your Door** A 1990s campaign of six linked scenarios - a wealthy environmental organisation hire the investigators when a microbiologist disappears after reporting disturbing research irregularities. **\$40.00**
- Blood Brothers** Thirteen casual adventures, each dubiously developed from old B-grade horror movies. 144 pages of fear and loathing? - not quite, but certainly a lot of distinctly lurid fun. **\$40.00**
- Blood Brothers II** 9 terrifying tales for use with Call of Cthulhu. Each tale explore a horror genre depicted on the Silver Screen, and is specially constructed to be completed in one or two evenings. **\$40.00**
- Creatures & Cultists** A fast and fluffy card game in which you control rival groups of Cthulhu worshiping loonies. Hilarious fun, by Pagan Publishing. **\$16.00**
- Creatures of the Dreamlands** Beautifully illustrated colour guide to 31 strange beasts. **\$30.00**
- Cthulhu By Gaslight** Includes extensive background info for 1890's London, such as social classes, politics, times, maps, biographies, Cockney slang, cost of living, Club life, and an adventure The Yorkshire Horrors featuring Sherlock Holmes. **\$40.00**
- Cthulhu Casebook** 9 adventures: The Auction, The Madman, Black Devil Mountain, The Asylum, The Mauretania, Galle's From the Past, Westchester house, Curse of Chaugnar Faugh & Thol's Dagger. Includes the 10 Commandments of Cthulhu Hunting, Plot Gems & a collection of Gristly Descriptions! **\$40.00**
- Cthulhu Now 2nd Edition**, 144 page 1990's sourcebook that covers new equipment & firearms, computers, helicopters, enhanced monster hit-locales, contemporary character sheets, & four adventures that features an undersea city, a crashed Space Shuttle, & a metal band with a Mythos groupie! **\$30.00**

- Curse of Cthulhu** The Brotherhood is staging a comeback, and players must travel to San Francisco, the Andes, Egypt, & Romania to find out who is responsible for a string of child murders & abductions. Reprints of the classic Fungi From Yuggoth & 3 other scenarios. **\$40.00**
- Dark Designs** 3 adventures set in Southern England during the 1890s: Eyes for the Blind, The Menace From Sumatra & Lord of the Dance. Includes character generation & Keeper's notes for this period. **\$40.00**
- Dreamlands** A 122 page sourcebook that explores the fantastic realms beyond the veil of sleep. Includes dream skills & abilities, 6 adventures, new spells, the Underworld, a bestiary, and a map. 3rd Edition. **\$35.00**
- Escape from Innsmouth** A decayed husk of a coastal town slowly dies with its deceased citizenry, ruined by gold brought from South Pacific islands & a blasphemous pact. Features the epic Raid On Innsmouth, when the army storms the town. 160 pages. **\$40.00**
- Fatal Experiments** Has three 1920's adventures, the 3rd being extremely dangerous. Also details new and old weapons, such as custom made guns, eg, Duck's Foot Pistol. **\$40.00**
- Fearful Passages** Nine adaptable adventures, each specifically designed around a 1920s mode of transport: aircraft, trains, dirigibles, canal boats, elephants, armored cars, diving suits, etc. **\$40.00**
- Devil's Children** The horror begins at the Salem witch trials in 1692, and returns 300 years later to Arkham. This module was originally run as a tournament scenario at Conquest. **\$20.00**
- Dire Documents** A collection of bizarre stationery, letterheads, note paper, & death certificates. **\$18.00**
- Great Old Ones Six** 1920's scenarios (one involves a 1927 English lunar expedition): The Spawn, Still Waters, Have You Seen the Yellow Sign?, One In Darkness, The Pale God & Bad Moon Rising. **\$40.00**
- Horror on the Orient Express** A magnificent campaign that hurles along on a nightmare journey from London to Constantinople, gradually unearthing fragments from an occult device of inestimable antiquity. Contains over 250 pages of text, plus handouts and great maps. **\$60.00**
- Investigators Companion, Vol One** At last, a book for players! This features loads of background material on the 1920s, including equipment, travel, society, etc. **\$20.00**
- Investigators Companion Vol Two** Valuable tips to keep you investigating, including 140 different 1920 occupations, legal tips, & the state of 1920s science and forensics. **\$22.00**
- Keepers Compendium** 80 pages, blasphemous knowledge and forbidden secrets of the Cthulhu mythos. An excellent book of background ind. forbidden books, secret cults, alien races, mysterious places. **\$28.00**
- King of Chicago** A guide to Chicago in the 1920s, featuring background material and scenarios. Lose your sanity in Al Capone's home town! 1128 pages. Mercuries in France is also listed in detail. **\$22.00**
- Kingsport** A secluded fishing village known for its ambience by tourists & artists, but behind a facade of normality lies an ancient Witch Cult, & unspeakable creatures that lurk in the fog! With 3 adventures. **\$35.00**
- Mansions of Madness** Five 1920s adventures, each based around an isolated building: Mr Corbit, The Plantation, The Crack'd and Crook'd Manse, The Sanatorium, and Mansion of Madness. **\$35.00**
- Return to Dunwich** Dunwich, once prosperous & thriving, is now a skeleton town where the secrets of the Mythos can be discovered by brave & enterprising investigators. Includes a map & 2 adventures. **\$40.00**
- Sacraments of Evil** Car Q'n'hor, I think somethin' slimy just ate the butter. A horrifying collection of six ghoulish scenarios. **\$38.00**
- Tales of the Miskatonic Valley** Six excellent 1920s adventures, set in various parts of Lovcraft Country. Learn about the Amazing Fish Boy and other strangeness. **\$35.00**
- Terror Australia** Sourcebook for 1920s Australia & the Aboriginal Dreamtime. Includes 3 adventures: Pride of Yirimbura, Old Fellow That Bunyip & City Beneath the Sands. **\$40.00**
- The Stars Are Right** Six cutting edge adventures of modern horror. Fractal gods invade from home computers, Y'Gokones stalks the homeless, San Francisco burns down, and worse! **\$40.00**
- The Thing at the Threshold** A complete 1920s campaign in 3 chapters - in 1990 archaeologists discover some unusual Maori artifacts, a subsequent expedition triggers tragic future consequences. **\$35.00**
- Ye Bookie of Monsters** New horrible and generally unfriendly creatures for Call of Cthulhu. 64 pages. Includes Bugg-Shaah, Cats from Saturn, Glyoth, Lobon, Sazilil, Spectral Hunters, Wendigo, Yidhra, etc. **\$20.00**

CTHULHU MYTHOS ANTHOLOGIES - \$20.00 each title

1. The Hæstur Cycle A definitive collection of stories about He Who Is Not To Be Named. These are classic stories by Lovecraft & his circle.

2. My Name is the Worm 2nd in the series of classic Cthulhu mythos fiction edited by Robert M. Price.

3. Cthulhu's Hairs An all new collection of tales, modern authors follow in the squidgy footsteps of Lovecraft & pals.

CHAMPIONS

Note Low Prices

SUPERHERO Daring do-gooders and butch baddies beat the crap out of each other in a struggle for world domination, or at least a little extra media exposure! Contemporary era. By Iron Crown Enterprises.

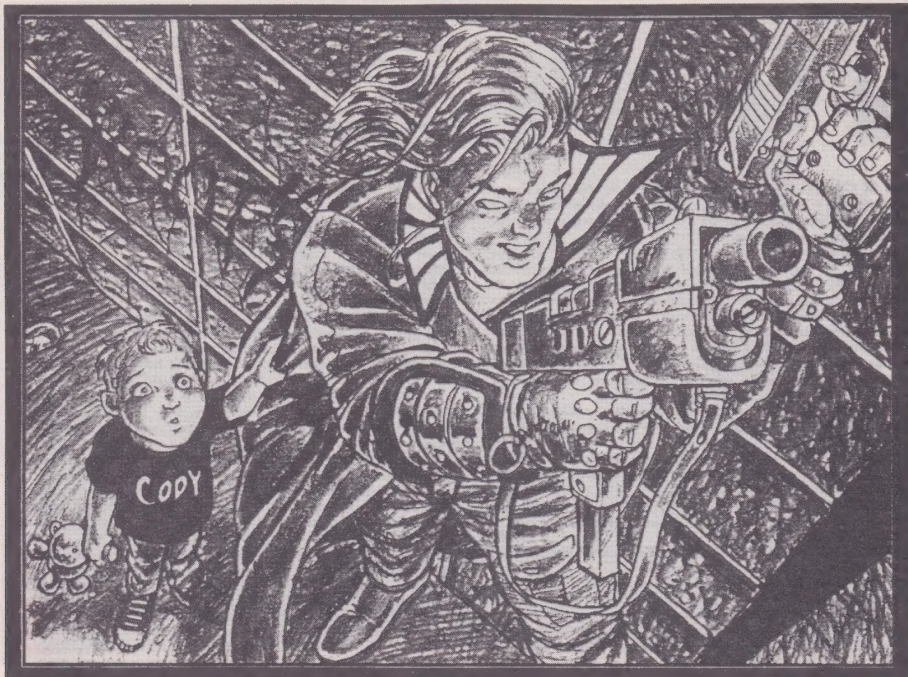
- Champions Comprehensive** 346 page softcover book based on the Hero system. The best Superhero RPG on the market. Details 8 primary characteristics, 6 figured characteristics, 50 skills, 6 perks, 20 talents, 64 powers, 33 power advantages, 23 power limitations, 17 character disadvantages, etc. **\$35.00**
- Alien Enemies** A collection of alien oddities and other strange entities from beyond who are desperate for some global real estate. Includes two new criminal organisations and various scenarios. **\$15.00**
- Allies An Enemies** sourcebook, with potential allies such as Executive Sanction, The Posse, Felix 9, etc. **\$18.00**
- An Eye for an Eye** A sourcebook for Champions and Dark Champions, with heavy weapons, hot ammunition, new vehicles, package deals, Team Play, Government organisations, RAVEN agents, leaders, bases, equipment, allies & enemies, and Criminal Psychology in detail. **\$18.00**
- Challenges for Champions** Contains 10 scenarios, with tips on how to adapt them to suit specific characters. Includes general guidelines on scenario generation and design techniques. **\$0.00**
- Champion GM Screen** Card foldout screen for GMs. **\$16.00**
- Champions of the North** 128 page Canadian sourcebook, includes data on culture, history, politics & geography, plus a large selection of new heroes, villains, organisations and adventures! **\$20.00**
- Champions Presents #2** A mad computer, a murderer killing experts, and a whole organisation of slimy snake-guys. With dozens of new characters, groups, vehicles, robots, bases, etc. **\$20.00**

- Champions Universe** Has a complete listing of all criminal & otherwise organisations, glossary for every character, group, location & device, timeline of important events, atlas of the world, new characters & organisations, who hates who & who likes who, etc. 189 pages. **\$25.00**
- Classic Enemies** A reprinted & updated selection of 75 villains - both solo operatives and powerful criminal organisations. 112 pages, including a reprint of the 'Escape From Stronghold' adventure. **\$17.95**
- Classic Organizations** Details and updates all the old major Organizations such as PRIMUS, DEMON, CLOWN, Red Doom, Neutral Ground, etc. Includes a HUGE scenario slugfest. 192 pages. **\$25.00**
- Corporations** A sourcebook for Champions. Due June. **\$22.00**
- Creatures of the Night** Nocturnal enemies for your superheroes to bump biceps and brains with. **\$18.00**
- Dark Champions** Sourcebook for a new class of superheroes - vigilantes who walk the line between justice & vengeance. 208 pages including extensive modern weapons lists, gadgets, etc. **\$27.00**
- Day of the Destroyer** Doctor Destroyer wants to rule the Earth, if world leaders refuse his New World Order he will start to cull the population, unless he gets his ass kicked by some superheroes. **\$7.50**
- European Enemies** Features 35 new villains, including a super-powered punk band & mercenaries who dabble in magic! With several adventures, details on new organizations, etc. 96 page **\$16.50**
- Invaders from Below** King Earthworm and his twelve super-powered Darlings, plus a whole horde of Subterraneans, surge forth from their vast underworld kingdom to conquer the surface world. **\$11.00**
- Invasions: Target Earth** Designed to allow GM's to create classic pulp-action alien invasions, using anything from giant reptilian monsters, to ancient robots, or horrors from the ocean. **\$11.00**
- Justice, Not Law** A sourcebook for the Dark Champions universe, including a complete campaign, new vigilantes, over 36 new villains and NPCs, and new criminal organisations, eg Russian mafia. **\$22.00**
- Kingdom of Champions** A 208-page campaign sourcebook detailing England, Scotland, Wales & Ireland. Includes a collection of Pomme super-criminals and organisations, plus a dozen adventures. **\$18.00**
- Mind Games** Mutants from the Parapsychological Studies Institute seek to destroy all superheroes by manipulating and distorting their memories or dragging out nightmares from their subconscious. **\$8.50**
- Murderer's Row** Dark Champions supplement, with the most ruthless collection of bloodletters ever assembled in one volume - 38 killers in all. With killer cab drivers, reformed gangsters, cyber-ninjas, & a complete step by step guide to a murder investigation. 96 pages. **\$20.00**
- Mystic Masters** Super-magicians from an alternate dimension invade Earth, with their arcane powers, mighty artifacts, and collection of AD&D modules, they threaten a new dark age! 112 pages. **\$13.50**
- Normale Unbound** An NPC catalogue detailing the "significant other" - the chauffeur, idiot sidekick, voluptuous media personail, politicians, cops, scientists, & a whole host of others. Ideal for campaign play. **\$16.50**
- Olympians** When the Greek gods finally freed themselves by kicking some serious Titan ass, Zeus re-opened the Earth portal, thus unleashing his pantheon into the 20th century! **\$12.00**
- Shadows Of The City** Three adventures in 144 pages: vigilantes are killing doves while hiding drug organisations, brainwashed minions of Reverend M, and occult forces in Street Magic. **\$20.00**
- The Assassin's Directory** All sorts of bad guys to stop? August. **\$35.00**
- The Mutant File** What makes a mutant, what it means, & who they are. 30 new characters, mutant generator, etc. **\$18.00**
- Underworld Enemies** Thirty new street villains to spice up games of Dark Champions, with campaign tips, adventure seeds, including a mini-campaign that introduces all the villains in the book. **\$18.00**
- Zodiac Conspiracy** Zodiac is an organisation of twelve sophisticated, immortal villains who plot world conquest from within their orbiting organic lair, and whose powers come from star signs. **\$13.50**

CYBERPUNK

SCI-FI A hyper-tech near-future of corporate wars, bioengineering, cybernetics, designer drugs, manic street gangs and a neon-frenzy computer netherworld - very atmospheric. A superb, fast moving RPG. By R. Talsorian Games.

- CYBERPUNK 2020 2nd Edition** New Enlarged Printing This new print run features 254 pages, including heaps of revised art (including 10 more pages of art on the nine character types). Features extensive character creation mechanics, cyberweapons, net programs, bio-war, nanotech enhancements, fast moving fire-fight rules, heaps of world background and more. This has a gritty, bleak mood, & is chillingly realistic. Character classes are cops, rockers, solos, medias, corporates, nomads, techies, netrunners & fixers. Includes 10 scenarios, & details on adventuring in Night City. Proudly printed in Australia by Jedko Games. **\$25.00**
- All Fall Down** (Alias) The rebuilt city of Las Vegas becomes the focus of a Corporate civil war, with one side ready to test a new strain of biological weapons, and both of 'em wanting to flatten the players. **\$16.50**
- Bestiality** Day 48 page adventure where Rache Bartmos hires some PC cyberkicks to track down Spider Murphy, who's gone missing. But they are up against the ISA dragon, and will be hard put to rescue her. **\$12.00**
- Character Sheets** 32 double sided character record sheets. **\$12.00**
- Chasing the Dragon** (Alias) An attaché case is stolen from the players in an ambush, the person responsible is a Solo called Dragon, who fades quickly into the dangerous urban Combat Zone. **\$18.00**
- Chrome Berets** (Alias) A campaign for cyber mercenaries - there's a war happening in a 3rd world country & the Big Stus want it to go their way, except they don't want anyone to know that they're involved. Which is where you come in. Includes mass combat rules for large battles. **\$25.00**
- Chromebook** An illustrated catalogue of the latest cyberware, personal services, fashion accessories, vehicles, net programs, personal weapons, etc. 96 pages of Cyberpunk lifestyle. **\$24.00**
- Chromebook #2** A must-have for all Cyberpunk gamers. Covers new cyberware including a remote, removable eye, equipment, weapons, with the Rhinemetall Raingun & the 'Anti-Matter Rifle' - both great for dealing with all forms of power armor & metalgear. Also details heaps of new full body replacement packages - the latest trend in survivability. Plus exotics and vehicles, chameleon devices etc! **\$24.00**
- Chromebook #3** The biggest Chromebook ever. Packed to the gills with more 21st century style and technology than ever before. Among the topics covered are: cybermedicos, PCs, software, vehicles, borgs, robotics, & more cyberware. Due Sep? **\$35.00**
- Compendium of Modern Firearms** 224 page comprehensive sourcebook covering everything from pistols & sniper rifles, to grenade launchers & night vision goggles. Illustrated with photos. **\$40.00**
- Corp. Book I Profiles** on 2 powerful conglomerates: Arasaka Security & the International Electric Corporation. 88 pages featuring products, board structure, security, resources, etc. plus scenarios. **\$20.00**
- Corp. Book II** A detailed sourcebook for the Lazarus Military Group (mercenaries for hire), and Militech International. Valuable data for campaigns, includes scenario idea, equipment lists, uniforms, etc. **\$20.00**
- Corp. Book III** Features the energy giants - Petrochem and SovOil, details holdings, personnel & equipment, as well as backgrounds on the international power industry and the 2nd Corporate War. **\$20.00**
- Cyberpunk Data Screen** Color game screen - an adventure. **\$22.50**
- Cybergeneration** In 2027, a deadly new plague is sweeping America - whose constitution has changed to become the Incorporated States of America, heck, even the President is ex-Biolechnia. The Corporations rule all, having kicked out the Eurocorps, and liberty & justice are reserved for the few at the top



of the corporate ladder. The plague is a nanotech based mutagenic which kills anyone over twenty, and anyone younger than twenty mutates. They evolve into what is known as the Cybergeneration, complete with new nanotech skills and abilities - firmen, who can alter their appendages at will like the T-1000 Terminator in T2; Alchemists, who can disassemble any material and reconstruct it into another form; Wizards, who are like a living cyberspace & can control remotes; and Scanners, able to pick up & scan broadcast or living signals. The 192 page book also includes 17 new character roles, new weapons, techs, adversaries and allies, & heaps of role play material. \$36.00

Deep Space 2nd Ed Near Orbit, updated to 2020, with reports on Mars exploration, maps of the O'Neil orbital colonies, moon colonies, more ships, and some orbital politics. \$25.00

Ecofront For Cybergeneration, includes a new cyber-evolved type, new Yorgans, GM advice, an adventure, details on J-Parks, EcoRaider operations, cyberanimals, & profiles for the 2027 environment. \$20.00

Eurotour '21 Six adventures with the Cyberpunk characters as bodyguards of mad Rockerboy Jack Entropy, as he tours Europe. Featuring Brit street scum, French goldenkids, etc. \$22.50

Eurosourcebook Details New Europe, the Eurocrats paradise that veils a continent simmering with bitter historical feuds, toxic wastes & nationalistic gangs. Includes three adventures. \$20.00

Hardwired Sourcebook of the high tech, low-intensity war between a ravaged Earth's persecuted inhabitants and the autocratic elite who reside in lurid splendor in the Orbital Platforms. \$22.00

Home of the Brave Major sourcebook of the USA in 2020. Includes all 50 States, history of America's fall, the New America with work, education, religion, family, entertainment, etc.; the Government, the Armed Forces organisation, history & equipment, creating military characters, & the state of the Union. 144 pages. \$36.00

Land of the Free The first boxed supplement for Cyberpunk. Your team of edgerunners is hired to take a scientist daughter from New York to Night City - and so begins an adventure of betrayal, secrets, and danger. Nothing is as it seems. With a 120 page adventure book, 2x3 map of the USA with all major cities, cardstock vehicle plans, business cards, clues, etc. \$36.00

Maximum Metal Six types of advanced personal power armor, each with their own spec sheet, tanks, artillery, APCs, mil-spec aerodyne assault vehicles, counter-measures, airships, new melee weapons, beam weapons, & all other manners of military & corporate hardware. \$25.00

Night City 2nd printing features corrected errors etc. Sourcebook with huge campaign supplement featuring street-block maps packed with data on services, entertainment, gangs, businesses, etc. 184 pages. An ideal home setting for campaigns. With a full color map of the city. \$35.00

Night City Stories (Atlas) Contains 4 connectable adventures set in NightCity, from the luxurious Corporate Sectors where the money lives, to the Combat Zone & its nightly urban holocaust. 144 pages. \$30.00

Pacific Rim Sourcebook The definitive sourcebook for the Pacific Rim in 2020. Includes Australia, Japan, Korea, and China. Written by authors in Japan and Australia. What are Arasaka up to at home? Due Sep? \$25.00

Protect and Serve A sourcebook dedicated to the Cop character class, features new equipment & weapons, gangs & organized crime, operational procedures, crimes & sentencing, punishment, etc. \$20.00

Rachee Barmore's Guide to the Net A 152 page complete guide of the net throughout the world, includes AIs, Netwatch looms, Alaska Datafora, new software, lots of full color regional maps, new city grids, new datafora, impossible to crack, new returning options, an entirely new run - the Microlet, & lots of full color artwork. \$29.95

Rough Guide to the UK Everything needed to play a down & dirty campaign in the future UK. Written by an English gang. Due Apr. \$24.00

Solo of Fortune Sourcebook for Solos, with new rules, equipment, weapons, gang types, corporate extractions, etc. Remember, when you want to impress a booster gang leader, shoot one of his boys under his nose - or even better - shoot yourself without showing pain! Now back in print. \$20.00

Tales from the Forlorn Hope Contains 6 adventures that begin in a bar where SouthAm vets hang out, includes a corporate extraction with a twist & a monster hunt in the wilds of Eastern Europe. \$22.50

Listen Up, You Primitive Screwheads - The Unexpurgated Cyberpunk Ref's Guide How to properly start a campaign, good character roles for non-solos, when your players are arrogant little... combat against an ex-marine, Uncle Mike's Dirty Tricks - notes from a thousand savage conventions, a simplified combat system for those who want one, an explosive system, an indexed list of all the new skills & roles ever published. \$19.95

The Oeire Chip (Atlas) Humanized, a secretive biotech firm, has developed a chip that will enable it to control victims of cyberpsychosis, and thus create a mercenary gang of high-tech zombies. \$15.00

Wildcards Sourcebook on the man in the middle - the fixer. Lets you dive into the hi-tech world of financial factors, backstage manipulations of agents & managers, the info bro, specialising types of fixers, eg, lowlife Leeches, Go-Betweens, create your own 'organisations', etc. \$24.00

When Gravity Falls Sourcebook for a dark-future Moslem ghetto in the Middle East. Features notes on Islam in the future, personality chips, gender-engineering, mind drugs, and a sexy adventure. From the novels of George Alex Ellinger. \$25.00

dangerous journeys

MULTI GENRE Gary Gygax's gone! *Dangerous Dimensions* has been axed by GDW for reasons beyond their control, so we've been forced to offer our remaining stocks at close out prices. By GDW.

CRAZY LOW PRICES

MYTHUS The core fantasy sourcebook, featuring a heroic persona creation system (vocations, knowledge, skills, quirks, birth, etc), improving skills & abilities, combat & healing rules, Heka Energy & basic magic, time, game realism, magic items, an adventure, and more. 413 pages. **Was \$40.00 \$25.00**

Mythus Bestiary #1 A 350 page book of all the creatures inhabiting the fantasy world of Mythus, including everything from killer snails to spiked crocodiles to dolphins. **Was \$50.00, now... \$29.00**

Mythus Magic Expands the magic rules & Heka powers: has over 1000 spells listed for Mages (with 5 schools), Priests (with 5 Ethos) & 15 other Archetypal Castings, & more magic items. 382 pages. **Was \$37.00 \$23.00**

Mythus Gamemaster's Screen A standard cardboard prop upon which are printed the basic rules framework, and behind which the GM can cheat on die rolls: includes play aids. \$18.00

Epic of Aarth An Earth-like fantasy campaign setting (continents are called Aeropa, Ahrk, Central Azir, etc) with extensive subterranean labyrinths (Shalowsadow, Midgloom & Deepdark), and a hollow interior wherein reside ancient races. Technology & civilization remain at a Late Renaissance level, but magic is quite extensively developed. \$40.00

Necropolis A Mythus campaign adventure set in magical Egypt - the characters embark upon the great river Nile in search of lost tomb. They face hazards such as bandits, demons, and worse! \$40.00

Novels - Mythus Aegyption Trilogy
1. Anubis Murders \$4.50

DARK CONSPIRACY

SCIENCE-FANTASY A decaying, polluted near-future Earth where other-worldly denizens have secretly manipulated world events in a conspiracy that has lasted since ancient times. In-your-face horror meets maximum firepower. By GDW.

DARK CONSPIRACY 2nd Ed Despite advances in technology world civilization has begun to fall into ruin. Powers' nightmare powers, hidden since the rise of civilization, manifested themselves to challenge humanity's rule. 336 pg, with 62 PC classes, 51 skills, lots of unnatural critters, etc. Features revised rules, and who knows what else. More details later. Due over? \$40.00

Among the Dead In New York a children's hospital is providing orphans as human raw material for some unspeakable purpose, one that has connects to an undying creature in decayed Moscow. **Special \$10.00**

Dark Races Vol. 1 A compendium of 46 creatures, with details on mythology, skills, vulnerabilities, empathic abilities, combat tactics, etc. Includes mechanicals, Super Rats, the Toxic Mother. **Special \$15.00**

Empathic Sourcebook Contains expanded rules for the Empathy statistic and its many related skills, as well as new abilities & organizations important to empathic characters. 120 pages. **Special \$15.00**

Hellgate NASA's newest Comet is beaming an unknown signal to Mexico, while the gods of the ancient Mayans are rising anew. The way is now open for the coming of the Great Dark One. **Special \$16.00**

Ice Demon In southern Texas, during the middle of Spring, an arctic storm ravages the state. Out in the icy badlands a creature stalks again, not since the Earth's last ice age has it hunted prey. **Special \$5.00**

Nightseider An adventure that combines a sunny island resort, a high-security army base, and a sleepy township whose residents aren't able to leave. More details on the plot next time. \$8.00

Proto-Dimensions Vol. 1 Describes over 12 new dimensions - bizarre environments that can be detrimental or beneficial to the players. Explains how to discover them, and how to leave. \$25.00

DREAMPARK

SCIENCE-FANTASY A techno-fantasyland park equipped with virtual reality tools allows teams of Gamers to defeat an array of

cross-genre scenarios presented by the the Gamemasters. By R.Talorien.

DREAMPARK A universe where anything is possible, created by technology that combines every style of historic fact and imaginative world. Characters are able to redesign themselves, and they never die, they only lose games. The mechanics are flexible, with 2 levels of complexity. A fairly relaxed style of game. \$50.00

Dreampark Reference Pack A flashy GM screen with all necessary game play information, 9 new character cards, & a 48 page GM's Guide, with tons of weapons, armor, vehicles, & actor catalog. \$25.00

Dreampark Spell Cards A box full of easily accessible spell cards, making use simple and speeding up game play. Due ??? \$TBA

Agents of Falkenstein Set in 1943, the turning point of WWII, a group of Allied "Mystery Men" enter forbidding Castle Falkenstein to battle the Nazi Supremacist Red Falcon. \$20.00

Meta-System A sourcebook which takes Dreampark out of the park, allowing GMs to run any game simply from their imagination. Due ??? \$16.00

Race for El Dorado Game An Idiano Jones style adventure trying to uncover some lost goodies in South America, where you are up against vicious mercenaries, jungle monsters, & hidden terrors. \$20.00

The Curse of the Khaliif An Arabian Knights style adventure, with a few plot twists added. Features 9 new NPC cards, tying carpet combat, demale in distress, and a few other cliches. 48 pages. \$19.00

DUNGEONS & DRAGONS

FANTASY The beginner's version of AD&D - translated into 13 languages, millions of copies this RPG have been sold worldwide. Recommended for players aged 12 and over. By TSR.

RULEBOOKS & BOXED SETS

The Classic Dungeons & Dragons Game The popular D&D game, updated, streamlined, and repackaged in a convenient box size that will fit easily on any standard shelf. The ideal entry into adventure gaming, with fearless characters, knights, elves, wizards, and ferocious monsters to overcome while adventuring in dark dungeons. 64 page rulebook, 32 page adventure book, DM screen, dice, 14 plastic pawns, card stand-up figures, & large map. Due June. \$45.00

Dungeons & Dragons Game Contains an excellent instructional program called the Dragon Card Learning Pack, a 64 page rulebook, a 6-panel DM's screen, dice, 48 colour character/monster counters, and an adventure map. This is specifically designed for beginners, and as such is easy to learn. **Special \$25.00**

Dungeons & Dragons Basic Set These are the rules that were superseded by the above game. Includes a DM's guide & a players book. Covers character levels 1 thru 3, with monsters, magic, etc. \$10.00

D&D CAMPAIGN GAZETTEERS

Campaign world series for use with D&D or AD&D. All titles include complete historic, economic, geographic & social information for players & DMs, as well as details on cities & significant NPCs.

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AC1010 Poor Wizard's Almanac B4-sized 240 page almanac that comprehensively details the year AC1010 - in the wake of the Great War of Wrath of the Immortals. Includes a rich overview of Mystara, complete world army synopses, who's who listing, the huge Year in Review, plus a colour fold-out map. \$11.00

AC1011 Poor Wizard's Almanac II A detailed DM's guide to the year 1011, covering personalities & events of importance in Mystara, the Known World & Hollow World. Includes a social register, and an atlas. B4 size, 240 pages - a full gaming years worth of events. \$20.00

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HWA2 Nightingale An army of Dark Elves, with armour impervious to swords & spells, are set to conquer Hollow World. Salvation lies in eternal Niriva, past the treacherous caverns beneath the World's spine. \$10.00

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HWR2 Kingdom of Niriva Describes a legendary nation ruled by powerful pharaohs, a changeless culture renowned for its pyramids and stories of sky chariots. Includes Nirivan character classes. \$12.00

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Penhaligon Trilogy
3: The Fall of Magic

ADVANCED DUNGEONS & DRAGONS

FANTASY A bunch of people sit around a table, scoffing junk food, screaming deliriously with every '20' rolled, and generally trying to kill everything that moves & hoarding loot! By TSR.

INTRODUCTION

First Quest: The Introduction to the AD&D Game A boxed supplement that includes everything you need to learn how to play AD&D. It includes an audio CD that introduces role playing concepts, and multi-path audio adventures with specialised sound effects. Includes five game booklets, DM Screen, poster size map, card sheets, plastic miniatures, & dice. \$64.95

CORE RULES

Player's Handbook 2nd Ed. Rules for character creation & non-weapon proficiencies, to combat resolution & treasure types, plus complete spell descriptions & schools of magic. 256 pages. \$40.00

Dungeon Master's Guide 2nd Ed. Explains every necessary detail (and some that aren't) for successful campaign play, from encounters & weather, to poisons & encumbrance. 192 pages. \$36.00

MC11 Monstrous Manual 384 page handbook book containing selected critters from MC1, MC2 & a few other sources. Some updated material plus colour illustrations. Gee thanks TSR. \$55.00

Tome of Magic 2nd Ed. New forms of Wizard magic - elementalists, metamagic & wild magic; new Priest spheres - chaos, law, numbers, thought, time, war & warder & new magic items. 192 pages. \$40.00

ACCESSORIES - CORE MATERIAL

Book of Artifacts 160 page handbook describing a wealth of magical items. Includes information on how to create artifacts so that megademonic players can wield ludicrously powerful trinkets! \$40.00

Magic Encyclopedia Vol. 1 An illustrated index of common & bizarre

magic items that have appeared in books, modules and magazines over the years (both current & out of print products). \$22.00
Magic Encyclopedia Vol. 2 Continues the list above; each entry includes brief description, illustration, original page ref. & GP value. \$22.00
REF1 DM's Screen 2nd Ed. A 6-panel screen that contains all the important combat & encounter tables. An ideal prop behind which a devious DM can conceal maps, hordes all the best bits of junk food, or cheat like hell with dice rolls! Includes a 16 page mini-adventure (for level 5-8). \$16.00
REF2 Character Records 25 character sheets, 13 spell logs, plus a guide to PC-generation. \$18.00

ACCESSORIES - CAMPAIGN MATERIAL

City Site For use with any campaign world, this book contains new floorplans on city & town locations, including inns, stables, smithies, noble manors, temples, jails, etc., including details on NPCs living or working in these locations. Due Jan'95. \$28.00
Dragon Mountain A deluxe dungeon set - deluxe can be interpreted as meaning large color maps suitable for miniatures, cardstock figures, player handouts, and endless hordes of monsters patiently waiting for a greedy bunch of treasure-hunters to bash the daylight out of 'em and steal the loot! \$70.00
DMGR2 Castle Guide Details the feudal setting, politics, churches, social classes, taxes, knight-hoods, tournaments, types of castles, castle construction (time, cost, work seasons, etc.), unusual castle designs (keeps, forts, citadels, strongholds, etc.), siege warfare (mining, starvation, etc.), etc. \$30.00
DMGR3 Arms & Equipment Guide Comprehensive catalogue of weapons, armour and equipment for the Medieval period. Includes item cost and correct application, plus lots of ratty illustrations. \$30.00
DMGR4 Monster Mythology Campaign details on Divine Beings & abilities, Avatars, priest-hoods, and the Gods of the Demihumans (Elves, Dwarves, etc.), Golems (Orcs, Goblins, etc.), Underdark races (the Drow, Illithids, etc.), Giants, the Seas, the Skies, Scaly Folk, Dark Folk, and the Sylvan races. \$30.00
DMGR5 Creative Campaigning Nifty book that covers alternative campaigns & adventure ideas, freestyle playing, handling unexpected situations (like your sister just turned Born Again, and she burns all your books 'cause their devil worship, just as Flash the Paladin was going to marry the buxom Amazon Queen and thus inherit the +5 Holy Avenger sword of Instant Decapitation), and more - worthwhile! \$35.00
DMGR6 Complete Book of Villains Guide to creating and handling memorable & challenging foes, by helping DMs develop each aspect of those villains, making them more real. \$35.00
HR1 Vikings 96 page sourcebook for Norse campaigns. Includes details on Rune magic, classic monsters, Viking culture, historic background, sample floorplans & longship designs, treasure, etc. \$30.00
HR2 Charlemagne's Paladins Combines the period of Europe's Holy Roman Empire and the wars against the Saxons, but spiced liberally with rich folklore. A sturdy campaign of the dawn of chivalry. \$30.00
HR3 Celtic Campaign Sourcebook A rich description of a variant historical/fantasy campaign setting. Includes character gifts, part Siche or Fomorians characters, Heroic Feats (skills), magical places, traditional monsters, equipment, weapons, Celtic culture & society, forts, and geographic notes. Great! \$30.00
HR4 A Mighty Fortress A variant campaign set in 1550 to 1650 Europe - a time of great religious strife and civil wars, but where swashbuckling heroes could chance all for fame and fortune. \$30.00
HR5 Glory of Rome Another title in this excellent series, but it too is unfortunately short, with just 96 pages of information. It is nonetheless a great start for an historic campaign setting. \$35.00
HR6 The Age of Heroes The golden age of Ancient Greece, including mythological heroes Hercules, Odysseus, Hector, Achilles, etc. Source material for campaigns based on Greek city-states. \$35.00
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Legends & Lore 2nd Ed. Covers the mythologies of the American Indians, Arthurian England, Aztecs, Celts, Chinese, Egyptians, Ancient Greeks, Indians, Japanese, Newtomon (Lankmar) & the Norsemen. Includes avatars, Clerical powers & temples. Designed for the creation of campaign deities. 192 pgs. \$40.00
Red Steel A campaign expansion containing an audio CD. Has new rules, source material, & adventures all featuring a new region called the savage coast, which has deposits of red steel, a magical metal that is both useful and a curse. With 3 maps. Due Nov. \$60.00
Rogues in Lankmar Featuring the Thieves Guild, it includes a map and 64 page book including adventure hooks. Due Oct. \$20.00
Temple, Tower, & Tomb An adventure for any campaign world. PCs are pitted against three evil but very tricky & treacherous dungeons. Similar to Tomb of Horrors. Player levels 7-12. \$14.00

ACCESSORIES - PLAYER'S MATERIAL

CR1 Wizard Spell Cards Features a pocket-sized card for over 400 core-rule spells, these can be used to represent spells 'memorised' by characters. Includes statistics & spell descriptions - cute! \$40.00
CR2 Priest Spell Cards Same as above, but for Priest spells, obviously. With over 400 cards. \$40.00
Deck of Magical Items Monty-haul campaigners rejoice! Here's a box of 432 cards, each displaying all the pertinent player information of a particular magic device - collect 'em all! \$45.00
PHBR1 Complete Fighter Manual Covers character creation, warrior kits (sub-classes like Ama-zon, Barbarian, Berserker, etc.), role-playing personalities, new combat rules, fighting styles, called shots, parrying, martial arts, hit locations, tournaments, new weapons, variant armor, & more! 124 pages. \$35.00
PHBR2 Complete Thief Manual Includes the Code of the Professional, new professions, thief kits (sub-classes like acrobat, spy, bounty hunter, etc.), details on serious thieves' Guilds, new tools & weapons, the Arts of Deception, new rules (mugging, animal assistants, poisons, etc.), & the Thief Campaign! \$35.00
PHBR3 Complete Priest Handbook Features the basic premises of Clerics & paladins, complete glor designing new faiths, sample Priest-hoods (ie: Arts, Death, Fortune, Oceans, etc.), Priest kits (PC sub-classes like Barbarian, Outlaw, Prophet, Scholar, etc.), role-playing personalities, plus Priestly items. \$35.00
PHBR4 Complete Wizard Handbook Details the role of Schools of Magic in AD&D and how to create new Schools for campaigns. Wizard kits (PC sub-classes like Academician, Mystic, Peasant Wizard, Witch, etc.), role-playing personalities, combat for Wizards, unusual spell-casting conditions, spell research, illusions, 42 new spells, helpful familiars, debilitating afflictions, fantastic materials, etc. 128 pages. \$35.00
PHBR5 Complete Peloric Handbook Covers the Peloric character class, a peloric campaign, mind-monsters, peloric combat rules, Wild Talents, plus powers for Clairvoyance, Psychokinesis, Psychometabolism, Psychoporation, Telepathy, and Metapsionical 128 pages. \$35.00
PHBR6 Complete Dwarven Handbook Features 6 Dwarven Subraces, Dwarven culture & ideals, character creation, professions, Dwarf kits (PC sub-classes for Warriors, Priests & Thieves), role-playing personalities, mining, new weapons & war machines, Dwarf Strongholds, and campaign play. \$35.00
PHBR7 Complete Bard Handbook Has character creation, Bard kits (PC sub-classes like Gallant, Jester, Riddlemaster, Thespian, etc.), dual-classed or multi-classed Bards, Dwarven Chanters, Even Minstrels, Gnome Professors, Halfling Whistlers, new professions, Bard abilities, 7 new spells, magic items, musical instruments, song types, reputations, performances, Bard Colleges, patrons, etc! \$35.00
PHBR8 Complete Elven Handbook Features Elven racial variations, physical & mental attributes, stages of life, diet, music, society, rituals, Holy days, myths, funeral ceremonies, extra professions, the Bladesong fighting style, archery modifications, arrow breakage, unusual equipment, new magic, artificial limbs, campaigns, PC sub-class kits (herbalist, windrider, blade-singer, etc.), and more! 118 pages. \$35.00
PHBR9 Complete Book of Gnomes & Halflings Further details the inventive, mechanically minded Gnomes, and their more leisure-seeking (fantasy version of a couch-potato) cousins, who have turned stealth into an art form that makes ninjas look like elephants. This 128 page softcover helps to promote character development & enrich the game environment. \$35.00
PHBR10 Complete Book of Humanoids Dramatically expands the racial parameters of player characters (& major NPCs) to include centaurs, giants, leprechauns, ogres, & more. Allows players to role play monsters rather than just humans, elves, dwarves, etc. \$35.00
PHBR11 Complete Ranger's Handbook Details rangers, loners who brave the wilds and unknown, tracking, seeking, and hunting. This book details all relevant rules and tables, their skills and development, kits such as Forest Runners, Falconers, Guardians, Pathfinder, Stalker, etc. With new spells and magical items, new professions, etc. 128 pages. \$35.00
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PHBR13 Complete Druid's Handbook In the fight against evil, the paladin stands as God's supreme, undaunted champion. This 128 accessory helps you to play the noblest warriors of the AD&D game. Create or enhance your paladin with new professions and equipment, new rules for bonded mounts, and paladin kits like the divine, envoy, ghosthunter, skydrider, and indomitable wyrmrider. \$35.00
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three lead free miniatures, Fighters Screen, painting guide, instruction book, character record sheets, etc. Due Sep. \$44.95
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Thieves Players Pack Large plastic brief case with handles & snap locks, three lead free miniatures, Thieves Screen, painting guide, instruction book, character record sheets, etc. Due Sep. \$44.95

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ACCESSORIES - MISCELLANEA

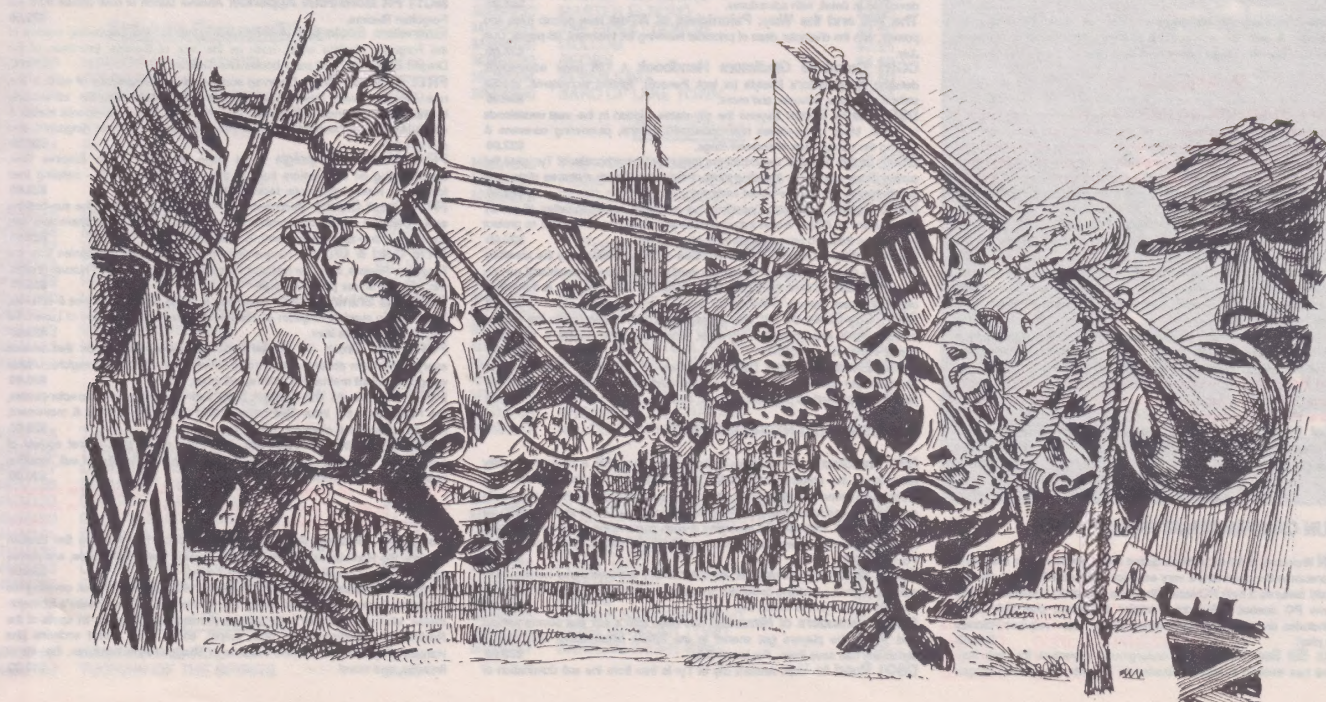
1994 Annual Monstrous Compendium Annual update for the Monstrous Manual, this 128 page book contains the stats & details on all the new monsters presented by TSR for their AD&D game during 1994. Complete with color and B&W illustrations. Due Jan'95. \$35.00
1995 Dragonlance & Other Worlds Calendar A selection of the year's best artwork from the TSR staff. Includes assorted bimbos, bloops, popping warrior-types & various others. \$25.00
CM1 Cardmaster Adventure Design Deck A set of 216 cards that are used to create a systematic array of encounters & plot devices for an impromptu adventure. Could be interesting. \$45.00
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Deck of Peloric Powers 288 cards that each feature a peloric power. Peloric battle rules, monsters, & other essential info is also presented in the deck. No more consulting rule books! Due Nov. \$35.00
Encyclopedia Magica Volume 1 A-C 384 hardbound book that lists and details every single magical item created for AD&D. Includes new magical devices, color & B&W illustrations. Due Dec. \$50.00
GR1 Strongholds Contains lots of 25mm colour cardboard cut-out buildings - specifically an urban selection taken from FRB, WGA2, WGA3, and the Castles box set - ideal for street scenes. \$36.00
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GR3 Treasure Maps Features 32 colour maps, with both a DM's & a suitably vague players' versions. A detail scenario suggestion is provided for each. Great idea - could be used with any fantasy RPG. \$27.00
GR4 Treasure Chest Collection of books, or ideas, for adventures. Each book features full color handouts - one for the DM, and another for the players. This way the DM feeds the player as to the real goal of the characters' mission. \$25.00
REF6 Rogues' Gallery A collection of ready-made NPCs, representing an array of character classes and fantasy personalities, both banal and sublime. Contains 96 loose leaf, illustrated pages. \$26.00
The Worlds of TSR A hardback 144 page book of TSR's art, including AI-Lemon, Forgotten Realms, Dragonlance, Ravenloft, Dark Sun, etc. 200 full color illustrations. Due Aug. \$50.00

MYSTARA

TSR's oldest campaign world, ie, D&D, has at last been translated into AD&D. Discover high adventure and high magic in a land made for epic fantasy quest.

KARAMEIKOS: KINGDOM OF ADVENTURE This boxed campaign setting is the next step up from playing First Quest. An audio CD is included, which helps to set the scene and accompanies adventures. The Kingdom of Karameikos lies at the heart of the Mystara world. Includes 12 handouts, 2 large maps, etc. Due Aug. \$60.00

Dragonlord of Mystara A novel set 500 years in the past, where dragons roam the lands, causing death and destruction. A lad sets forth to combat them,





and forms a party of 4, but can these no-hopers come through and save the day? 400 pages & color map. Due Aug. **\$12.00**
Hail the Heroes An adventure including an audio CD that helps set the scene, in which Mystara's secret history is exposed. For player levels 1-4. Due Nov. **\$30.00**
Mystara Monstrous Compendium Gives the AD&D descriptions for over 100 monsters from the D&D game world. Due Aug. **\$36.00**
Mystara Poor Wizards Almanac & Book of Facts Summarizes geographical, historical, & other information about Mystara, 240 pages including color & B&W illustrations. Due Dec. **\$20.00**
Night of the Vampire An adventure including an audio CD that gives background music & sets the scene. The PCs are trapped in a medieval vampire nobles' domain. Player levels 1-4. Due Nov. **\$30.00**

PLANESCAPE

PLANESCAPE CAMPAIGN SETTING A ready to run campaign starting off in the bizarre city of Sigil, gateway to all the planes. Rub shoulders with fiends, and realize that attitude and mindset is what lets you survive here, not prowess in combat. Introduces all that's necessary to explore the multiverse of the planes, with rules, the city Sigil, monsters, maps, DM screen, etc. **\$60.00**
In the Abyss An adventure which involves questing into the heart of the Blood War between the tanarri and baatezu. Player levels 7-10. Due Nov. **\$20.00**
Monstrous Compendium Planescape Appendix 128 pages of monsters from the Astral, Inner, Outer, & Ethereal planes. Replaces the previous Outer Planes appendix. Due July. **\$36.00**
Planes of Chaos A boxed campaign expansion of the chaos planes, including Arborea, home of the Greek gods, the home of the Norse gods, Limbo, Pandemonium, etc. Has detailed campaign and adventure information, monster sheets, maps, etc. Due Aug. **\$60.00**
The Deva Spark Adventure - players find a deva being pursued by a behemoth. But devas are supposed to be good & lawful, and Behelith only hunt down evil tanarri, so what's going on here? For player levels 5-9. Due Dec. **\$20.00**
The Eternal Boundary An adventure for player levels 1-5, set in the city of Sigil, a place full of high magic & adventure. The ideal starting point for starting beginner Planescape players. **\$20.00**
The Well of Worlds A 128 page accessory with info on a number of planes, with adventures designed for a variety of player levels. Ideal starting point for a campaign. Due Oct. **\$30.00**

DARK SUN

DARK SUN CAMPAIGN MATERIAL

DARK SUN Welcome to Athas, a bleak desert realm where metals are scarce, and magic consumes the cruel land's very essence. This excellent dark fantasy campaign world features 3 new PC races (the Muls, insectoid Thri-kreen & Half Giants), 3 new PC classes (Gladiator, Templar & Deffier), plus high ability scores, ect. Includes an adventure, and various maps. Note - requires Planescape Handbook to play! **\$40.00**
City by the Silt Sea The first epic underground adventure for Dark Sun. Something evil has awoken in ancient Gulgastal - a dragon, the undead dragon

king, and he is quickly building an army. Due Sept. **\$50.00**
Dragon Kings A 160 page hardback that expands character parameters beyond 20th level - Clerics can attain elemental form, Preservers become Avangions, and Deffiers can transform into Dragons! Also covers army lists, special war vehicles (Cliff Glider, giant Undead War Beetle, etc), high-level Planescape, illusionist magic for Rogues, some extra monsters, over 90 new spells & psionic devotions, etc. **\$40.00**
The Ivory Triangle A box set that unleashes a grueling conflict fought between the mighty city-states of Gulg & Nibenay. The lands & populace are described in detail, with adventures. **\$45.00**
The Will and the Way: Psionics of Athas New psionic rules and powers, with the character class of psionist receiving full treatment. 96 pages. Due July. **\$28.00**
CGR1 Complete Gladiators Handbook A 128 page sourcebook detailing the gladiator's lifestyle (or lack thereof), fighting techniques, special skills & weapons, schools, and more. **\$30.00**
DSR1 Slave Tribes Beyond the city-states, hidden in the vast wastelands of Athas, tribes of ex-slaves roam poisoned deserts, plundering caravans & defying the savage rule of sorcerer-kings. **\$22.00**
DSR2 Dune Trader Describes the major merchant houses of Tyr, plus the cunning Elven merchants & raiding tribes. Features a Trader character class, and details how to run a trade-based campaign. **\$22.00**
DSR3 Velled Alliance Describes the extensive secret societies of goody magic-users in Athas, driven into clandestine underground networks to protect themselves from the tyrannical sorcerer-kings. **\$22.00**
DSR4 Valley of Dust & Fire The Sea of Silt is protected by the shrieking fury of the Great Ash Storm. Within the depths of this barren wasteland can be found the Valley of Dust & Fire where, protected by a lake of lava, is the walled city of Ur Draca, domain of the world's most powerful dragon! **\$22.00**
DSS1 City-State of Tyr This 96 page sourcebook delves into the secrets of Dark Sun's most powerful city-state, where bickering nobles & armies of former slaves vie for control. **\$22.00**
DSS3 Elves of Athas Dark Sun's breed of Elves are 7 foot tall desert savages who rule vast tracts of wasteland, and whose sense of honor & fair play is nonexistent! 96 page sourcebook. Due Nov. **\$22.00**

DARK SUN ADVENTURE MODULES

DS1 Freedom In the ancient, corrupt city of Tyr, after a century of costly slave labor, the sorcerer-king Kalek's great ziggurat is almost fully built. The most brutal arena spectacle of all will head the celebrations of this monument's completion - and rumors abound that this will signal the day of revolution! **\$25.00**
DSM1 Black Flames An emerging dragon coerces the players into helping it ward off its many enemies as its powers begin to mature. More details later. For levels 3-5. **\$35.00**
DSM2 Merchant House of Amketch Our entrepreneurial heroes must guide & protect a budding merchant house as it builds its reputation & assets in the free city of Tyr. For levels 6-8. **\$30.00**
DSM3 Marauders of Nimenay Two cities fight a war that seems without end. When the players get snared in the infinite blood-letting, only careful diplomacy can save them. For levels 5-8. **\$30.00**
DSQ1 Road to Urlik Ancient city of Tyr is free from the evil domination of

the Sorcerer-kings, but new forces threaten its independence, & the city's council seems hesitant to risk their wealth again. **\$25.00**
DSE1 Dragon's Crown A 5-book, 2-map "super-module" wherein our heroes traverse the continent in a desperate bid to find the secrets of the Order & stop psionics draining from Athas. Levels 11+ **\$55.00**
DSE2 Black Spine Player Levels 7-10. 7 separate scenarios, as the lich queen of the githyanki is deploying an army to Athas remote prime material plane. Can you stop her endless hordes? 6 books, maps, etc. **\$50.00**
DSQ2 Arcane Shadows Preservers, the keepers of good magic, plot against the Sorcerer-kings. But the brutal King's Templars uncover the scheme & a desperate journey across the wasteland ensues. **\$25.00**
DSQ3 Aethian Gambit In the lush Crescent Forest resides the Queen's palace: from its dungeons come the quarry for the Red Moon Hunt - a barbaric test of lordship for the young nobles of Gulg. **\$25.00**
Forest Maker Player Levels 11-13. A lush forest is growing somewhere deep in the Great Aluvial Sand Wastes. Is the charismatic avenger at the heart of the mystery working to save Athas, or destroy it? Due May. **\$30.00**

DARK SUN NOVELS - \$10.00 each

Prism Pentad
 1: Verdant Passage 2: Crimson Legion 3: Amber Enchantress
 4: Obsidian Oracle 5: Cerulean Storm

Tribe of One Trilogy

1: The Outcast

Centers around a powerful new hero whose bloodline combines the grace of elves with the savagery of Athasian hallings.

2: The Seeker

Sorak is seeking the wizard Sage, and is accompanied by a priestess and a sorcerer's daughter he stole from a caravan.

3: The Nomad (Due Oct)

Sorak discovers the secrets of his past - so terrible that they splintered himself as a child into thousands of personalities - each with his own memories, powers, etc, which explains why he is so powerful. He has so many other identities that he alone forms a tribe of one.

Chronicles of Athas

1: The Brazen Gambit (Due July)

A templar finds himself shut out of a palace conspiracy, so exiles himself from court and joins some outlaw druids.

FORGOTTEN REALMS

FORGOTTEN REALMS BOXED SETS

Forgotten Realms Campaign Setting 2nd Ed. Contains a 128 page book A Grand Tour of the Realms, with the Heartlands, Cormyr, Waterdeep, & other realms of Faerun. A 96 page book Shadowlands, presenting the famous town & a new introductory adventure. There are 8 pages of Monstrous Compendium covering deadly creatures. 6 card sheets show nearly 100 signs, trail glyphs, etc. Four new full color maps show eastern & western Faerun, & the heartlands. **\$65.00**
City of Splendors A boxed set featuring Waterdeep in more detail than ever before. Includes the palace of Pergelion Paladinson, the lords and their activities, & reference material for months of adventuring. With 4 books, 128/96/64/16 pages, & 8 maps. Due August. **\$50.00**
Menzoberranzan The underrealm Drow capital, a city dedicated to the treacherous, violent servitude of the Spider Queen Lolth. Contains three books: The City (details streets & districts, customs, daily life, ect.), The Houses (describes the 18 ruling Houses, their Matron Mothers, immediate families, politics...) & The Adventure (64 page labyrinthine scenario called Menace in Menzoberranzan). There are also 4 21"x32" maps of the city, a plan of the House Baenre compound, ect! **\$60.00**
Ruins of Undermountain The gutrock beneath Waterdeep conceals a vast honeycomb of chitl caverns, lightless tunnels, & dark warrens. This is the biggest dungeon I have ever seen, encompassing four 21"x32" maps! Horrifying mindless in its dimensions, but loaded with loot! **\$40.00**
Ruins of Undermountain II All new levels of the fabled dungeon with a 128 page sourcebook, 32 page adventure book, 4 color maps, eight new Monstrous Compendium pages, & 8 cards. **\$40.00**
Ruins of Myth Drannor Another four-map "super-dungeon" - this convenient maze of chambers, once an Elven city, conceals a horde of monsters patiently waiting to get horribly to chopped up and have their neat piles of assorted treasures nicked. I christen thee "Son of Ruins of Undermountain". **\$40.00**

FORGOTTEN REALMS CAMPAIGN MATERIAL

These products are references for a particular region in the Forgotten Realms. They include details on cultures, personalities, geography, hazards, economics, and settlements - colour maps are provided.
MC3 Forgotten Realms Monsters More loathsome encounter-lodder spawn for characters to chop up! "64 pages chock-full of new monsters" says the back blurb, and you can't help but agree! **\$20.00**
MC11 FR Monstrous Appendix Another bunch of new critters from the Forgotten Realms. **\$22.00**
Eliminators Ecotologies A geographic guide to nine fascinating regions of the Forgotten Realms world, such as the cross of Sembia, lizardmen of the Dragon Coast, etc. 9-32 page books. Due October. **\$50.00**
FR11 Dwarven Deep Dwarven sourcebook covering spells of earth & fire, rare magical items, Dwarven runes, clans & priesthoods, the adventuring brotherhoods, Dwarven half-breeds, powerful High Old Ones, special metals & alloys, the lore of beards, the Great Rift, the Depths, the Lost Kingdoms, and more! **\$20.00**
FR12 Horde Campaign A 64 page overview of the Empire War, concentrating on the warriors from all the major engagements - detailing their formations, history, costumes, tactics, etc. **\$25.00**
FR14 Great Glacier Describes the nomadic Ulutun tribes, the sun-bathing arctic Dwarves, hardy sled-creatures, unique monsters, how characters can survive in a sub-zero environment, & much more. **\$22.00**
FR15 Gold & Glory A compendium of the mercenary companies from the Forgotten Realms, from the religious Flaming Fist to pirates, non-human groups, etc. Includes colour plates & maps. **\$25.00**
FR16 The Shining South Describes a series of new countries & cultures, including the magical kingdom of Halrua and the Halling nation of Lurien. 96 pages. More details later. **\$22.00**
FOR2 The Drow of Underdark 128 page sourcebook that reveals everything known about the men-acing Drow Elves - their dark magicks, unique weapons, violent matriarchal culture, evil gods, etc. **\$30.00**
FOR3 Pirates of the Fallen Star Includes details on character-pirates, the Pirate Isles, the Inner Sea nations, ship types, sea combat & movement, plus an adventure & glossary. 128 pages. **\$30.00**
FOR4 Code of the Harpers 128 page guide to a secret society of adventurers & various authorities dedicated to the eradication of evil. Includes notes on character members. **\$30.00**
FOR5 Eyes of Evermeet 128 pages of vivid imagery, this accessory describes all facets of elven society, philosophy, arts and culture on Evermeet. Learn about these mysterious peoples. **\$30.00**
Forgotten Realms Atlas A 176 page book that features the Eastern Realms, the Heartlands, the Moonshades, lowland Dale, major cities, and places of interest (like Corvael Keep & Denlor's Tower) **\$35.00**
Forgotten Realms Adventure Book 160 page sourcebook covering the Forgotten Realms in the Post-Avatar era, specialty Priest, the Realm's 32 major deities, elemental & beast cults, schools of magic, magic sigils, 81 spells of the Realms, 24 Heartland cities (with maps), social titles, secret societies (the Harpers, the Zhentarim & Red Wizards of Thay), unique treasures, the use of firearms, and more! **\$40.00**

PG2 Player's Guide to the Forgotten Realms A 128 page tour of the nation and inhabitants of this popular campaign world. More details when this product arrives down under. **\$35.00**

Aurora's Whole Realms Catalogue A 160 page illustrated catalogue of adventure's equipment & general supplies - everything from Drow swimsuits & pungent cheeses, to lock picks & lanterns. **\$16.00**

Commyr Covers ten years of history, its ruler King Azoun, the aftermath of the Godswar, & the Tulgan Invasion. **\$20.00**

Volo's Guide to Waterdeep A B4-sized guide to the City of Splendors - 240 pages covering ghostly sightings, undiscovered treasures, bizarre menus, romantic sites, shops, taverns, craftsmen, etc. Includes floorplans & a colour fold-out map. An ideal companion for prolonged campaign play. **\$20.00**

Volo's Guide to the North Our wandering tourist takes us to Neverwinter, Silvermoon, the lowland Dale, Helgate Keep, etc. Includes a gastronomic guide, an introduction to rulers & other NPCs, city descriptions, plot complications, adventure hooks, etc. 240 pages, B4 format. Due Dec. **\$22.00**

Volo's Guide to the Sword Coast Covers the area from Baldurs Gate in the east and up the river Chiondath to Icebarr. Also covers The Darkhold, a Zhenitarr base. Due November. **\$20.00**

FORGOTTEN REALMS ADVENTURE MODULES

FMA1 Fire of Zetal A reborn God of War thirsts for blood and conquest. This megalomaniacal bad-ass can only be stopped by trekking thru the Maztica jungle and completely destroying a volcano! **\$20.00**

FMA2 Endless Armies An ancient lost city conceals a deadly secret held safe by an army of giant ants, and other inhuman guardians. Now a cutthroat leader wants her followers to occupy the ruins. **\$13.00**

FMQ1 City of Gold Like flies to doggy-doo, a cursed city rumored to be waiting in gold picks the insatiable avarice of adventurers intent on plunder. Includes a new character race & Fethal magic! **\$22.00**

FRA1 Storm Riders For use with the Horde boxed set. Our lucky characters must discover the whereabouts of a feisty Mongol prince, who was unfortunately kidnapped by horse-archers belonging to a vast barbarian army intent on invasion. Brute strength alone will not suffice to solve this adventure. **\$18.00**

FRA2 The Black Courser The search for the prince must continue, despite distractions from a mysterious magical black steed, devious assassins, and fierce nomadic horsemen. Sounds fun! **\$18.00**

FRA3 Blood Chalice Both the magical black steed and the elusive prince have been captured by the barbarian horde - stealth & guile are the keys to success, so what are adventurers doing here? **\$18.00**

FRQ2 Hordes of Dragonspear The ruins of ancient Dragonspear Castle conceals a portal to the sinister planes, from which now roam a growing army of fiendish monsters to terrorise the locals! **\$15.00**

Merco Volo: Departure For all player levels. You follow the adventures of an impostor who claims to be the real Volo. You get an entertaining non-political romp through the realm. **\$14.00**

Merco Volo: Journey For all player levels, the impostor Volo continues on his romp through the Forgotten Realms. Due Aug. **\$14.00**

Merco Volo: Arrival The impostor has gone and upset someone, so now he's on the run - but who is chasing him? Due Dec. **\$14.00**

Forgotten Realms Book of Lairs Short adventures for all player levels, that can all be played in one evening. Due Jan'95. **\$25.00**

FORGOTTEN REALMS NOVELS - \$10.00 each title

The Moonshae Trilogy

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| 1: Darkwater on Moonshae | 2: Black Wizards | 3: Darkwell |
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Finder's Stone Trilogy

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| 1: Azure Bonds | 2: The Wyvern's Spur | 3: Song of the Saurials |
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Lowerland Dale Trilogy

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| 1: The Crystal Shard | 2: Streams of Silver | 3: The Halfing's Gem |
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Avatar Quadrilogy

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| 1: Shadowdale | 2: Tantras | 3: Waterdeep |
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4: Prince of Lies *

* Continues the saga of the Avatar Trilogy characters.

The Dark Elf Trilogy

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|-------------|----------|------------|
| 1: Homeland | 2: Exile | 3: Sojourn |
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Another Dark Elf Trilogy

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|-------------------------|---|
| 1: The Legacy - \$12.00 | 2: Starless Night softcover - \$12.00 Due Aug |
|-------------------------|---|

3: Steps of Darkness Hardback - \$38.00 Due Aug

Maztica Trilogy

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|-------------|--------------|---------------------|
| 1: Ironhelm | 2: Viperhand | 3: Feathered Dragon |
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Empires Trilogy

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| 1: Horselords | 2: Dragonwall | 3: Crusade |
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Harpers Series & INDEPENDENT TITLES

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|--------------------|-------------|--------------|
| 1: The Parched Sea | 2: Elthadow | 3: Red Magic |
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| 4: The Night Parade | 5: The Ring of Winter | 6: Crypt of the Shadow King |
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| 7: Soldiers of Ice | 8: Blotting | |
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Throughout Faerun, ancient ballads are being forgotten or changed. Danilo Thann joins forces with a deadly enemy to solve the mystery.

Super Harpers Series

9: Crown of Fire

Shendil, who has but doesn't want apelline, is on the run, pursued by sinister forces who want her power, & by Elminster, the Harpers, & Knights of Myth Drannor, who want to encourage her to use her powers.

The Druidhome Trilogy

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| 1: Prophet of Moonshae | 2: The Coral Kingdom | 3: The Druid Queen |
|------------------------|----------------------|--------------------|

The Cleric Quintet

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|-------------|----------------------|----------------|
| 1: Canticle | 2: In Sylvan Shadows | 3: Night Masks |
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4: Fallen Fortress

5: The Chaos Curse

Caddybly's life is shattered upon returning to Edificant library. His, Danica's, and the library's fates hang in the balance until he can end the chaos curse.

Heroes of Phlan 3

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| 1: Pool of Radiance | 2: Pools of Darkness | 3: Pool of Twilight |
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Twilight Glants Trilogy

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| 1: The Ogre's Pact (Due Sep) | | |
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An ogre kidnaps Brianna of Harbick & her father forbids any knights to rescue her. A peasant goes to rescue her, but after dealing with the ogre must win her trust & uncover her father's jealously guarded secret.

Miscellaneous Books

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| 1: Spellfire | 2: Realms of Valor |
|--------------|--------------------|

3: Realms of Infamy (Dec)

An anthology of stories, including the characters Cyric, Artemis Entreri, Manthoon of Zhent Keep, Eliah Craulnobar, and Zulkir Szasz Tam.

DRAGONLANCE

DRAGONLANCE CAMPAIGN MATERIAL

An epic campaign of a terrible war and the righteous struggle against evil set in the magical land of Krynn. This series builds upon the exploits of the players, as they create the valorous deeds of a small band of heroes whose difficult quest ends in a climactic confrontation that will decide the fate of an entire continent.

Tales of the Lance A complete campaign package for the world of Krynn. Includes a 176 page book (covering history, geography, races, character classes, deities, monsters, artifacts, and more), a 4-panel DM's Screen, a deck of Tale cards, NPC data cards, and lots of maps (rivers, towns, cities, etc.). **\$35.00**

Dragonlance Adventures 128 page sourcebook featuring details on the Krynn pantheon, plus state 'n' facts on the unique races & creatures that populate the land. Also includes the history of Ansalon, as well as a detailed appraisal of the Knights of Solamnia & the Wizards of High Sorcery. **\$30.00**

Dwarven Kingdoms of Krynn A boxed set exploring the history, legends & society of various Dwarven enclaves; from mountain keeps, to hill communities and cavern complexes. 128 & 64 page books. **\$40.00**

PG1 Player's Guide to the Dragonlance Campaign 128 page guide to the world of Krynn in a manner that is entertaining and informative. It contains original fiction and long established facts, to help you discover the continent of Ansalon, home of Heroes of the Lance. It covers races of the world, deities, monsters & time line. **\$30.00**

DLR1 Otherlands Details the 'lost' lands of Krynn: Waterdeep; undersea home of the reclusive Dargoneel sea elves; Silsil: a jungle island dominated by a mountain range wherein dwell the Gods; and Choran: an underground nation beneath Krynn's south pole being torn apart by civil war. 96 pages. **\$30.00**

DLR2 Tales - The Minotaur Explores the brutish, horn-bound minotaur society of Taladas. Covers origin myths, bureaucratic organisations, military strategies, magic-users, and philosophies. **\$30.00**

DLR3 Unseing Heroes An illustrated personal & statistical description of heaps of minor personalities from the Dragonlance novels & modules. Ideal source of NPCs for campaign play. **\$30.00**

Leaves from the Inn of the Last Home For reasons beyond the powers of my comprehension TSR have reprinted this non-gamer's reference book, 256 pages of short stories, maps, recipes, songs, legends & other esoteric tidbits to tempt the truly dedicated! **\$25.00**

DRAGONLANCE ADVENTURE MODULES

DLC2 Dragonlance Classics Vol. 2 This 128 page module replaces DL6, DL7, DL8 & DL9. Our heroes journey to haunted Ergoth island, populated by Elven refugees. Their next stop is at the High Clerist's Tower where, with bickering Solamnic Knights as allies, they must defeat a Draconian army. Finally they must sneak into the Dark Queen's realm to save the Good Dragons from a hideous fate! **\$30.00**

DLC3 Dragonlance Classics Vol. 3 Contains DL 10, 12, 13 and 14. 128 pages, for all player levels. Due Oct. **\$30.00**

DL10 Dragons of Dreams Silvanee, the ancient Elven homeland once lauded for its serene beauty, has been twisted into a realm of horror by the sinister forces, forcing the Elves to flee in terror! **\$12.00**

DL11 Dragons of Glory Recreates the entire Dragonlance campaign in a moderate complexity board-wargame. Components include two 32"x21" colour maps of Ansalon, 340 counters representing the armies of Whitescale and the evil Dragonlord, multiple scenarios, and a comprehensive history. **\$40.00**

DL14 Dragons of Triumph With Krynn's fate in the balance, our heroes face their ultimate test as they battle the Queen of Darkness! Features six different endings to keep the players guessing! **\$20.00**

DL16 The World of Krynn Four adventures: Explore Dargard Keep, Lord Sol's vast & perilous lair. Journey into the volcanic lair of a dragon who threatens the city of Palanthus. Run a merry chase over hill & dale in search of a lost boy. Travel to far-away Mithas to save a race of bird-men from minotaurs. **\$18.00**

DLA1 Dragon Dawn Set in the continent of Taladas - Good Dragons of this land are being slain by a powerful entity intent on promoting the spread of evil. 'Old World' heroes must come to the rescue. **\$18.00**

DLA2 Dragon Knight The heroes must infiltrate a brotherhood of bounty hunters who are slaying the Dragons, discover who the master of these villains is, and then beat the absolute crap out of him! **\$18.00**

DLA3 Dragon's Rest The adventure involves the Ethereal Plane and Cinder Games, when the God Sargones tricks the PCs into searching for \$18.00

DLQ1 Knight's Sword Introductory adventure for the Tales of the Lance box set - eager candidates for the Knights of Solamnia must track down Sturm Brightblade's sword stolen from his crypt. **\$15.00**

DLQ2 Flint's Axe Introductory adventure where the characters join a search for Flint Brightblade's magical battleaxe, destroyed in combat against evil Dwarves, but now rumored to be in Hithaunt. **\$15.00**

DLQ3 Tree Lords The Silvanee Elves return to their homeland, verdant woods now turned barren & twisted by Lora's Orb of Dragonkind. Includes a new character class - the Kirah (Elven Scouts). **\$15.00**

DLQ4 Oak Lords The Speaker of Suns from the elusive Quaintest is kidnapped by Goblins. **\$13.00**

DLQ5 Wild Elves A prophet delivers the Kagonest Wild Elves from bondage. They flee their cruel cousins and resettle in the Valley of Silences, where a more sinister servitude may ensue them! **\$20.00**

DLT1 New Tales - The Land Reborn A series of post-DL Saga adventures - highlights include Tika's quest for her missing dad, the struggling romance between Tania & Laurina, Goldmoon's return to Que-Shu, and more. Seems like the AD&D version of Hills & Boon! For levels 6-16. **\$22.00**

DLT2 Book of Lairs This is a 96 page collection of short adventures designed to be played in a single evening, catering for all PC levels. Could be good. **\$25.00**

DRAGONLANCE NOVELS - \$10.00 each

Dragonlance Chronicles

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| 1: Dragons of Autumn Twilight | 2: Dragons of Winter Night |
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Dragonlance Legends

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| 1: Time of the Twins | 2: War of the Twins | 3: Test of the Twins |
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Dragonlance Tales

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| 1: The Magic of Krynn | 2: Kenders, Gully Dwarves & Gnomes |
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Dragonlance Tales II

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| 1: The Reign of Lar | 2: The Caladym 3: The War of the Lance |
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DL Saga Heroes

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| 1: The Legend of Huma | 2: Stormblade | 3: Weasel's Luck |
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DL Saga Heroes II

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|---------------------|----------------------------|---------------------|
| 1: Kaz the Minotaur | 2: The Gates of Thorberdin | 3: Galen Beknighted |
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DL Saga Preludes

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| 1: Darkness & Light | 2: Kandermore | 3: Brothers Majors |
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DL Saga Preludes II

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|---------------------------|-------------------|------------------------------|
| 1: Riverwind the Plainman | 2: Flint the King | 3: Tania - the Shadow Years. |
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DL Saga Villains

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|--------------------|-------------------|-----------------------|
| 1: Before the Mask | 2: The Black Wing | 3: Emperor of Ansalon |
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4: Hederick the Theocrat

Hederick, the leader of the Seeker religion in Solace and self-ordained conscience of Krynn, leads an inquisition to kill all who follow magic, etc.

5: Lord Toeds (Due July)

Vain, pompous, and unreliable, Slave-master and Dragon Highlord Feinmaster Toder survives every evil trial and tribulation.

6: The Dark Dragon (Due Dec)

Teldra, the Queen of Darkness, spends her time plotting her escape from the Abyss.

Elven Nations Trilogy

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| 1: Firstborn | 2: The Minotaur Wars | 3: The Quaintest |
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Dwarven Nations Trilogy

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| 1: Covenant of the Forge | 2: Hammer & Axe | 3: The Swordsweath Scroll |
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Meetings Sextet

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| 1: Kindred Spirits | 2: Wanderlust | 3: Dark Heart |
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| 4: The Oak & the Measure | 5: Steel and Stone | 6: The Companions |
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Defenders of Magic Trilogy

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| 1: Night of the Eye | | |
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The three moons of Krynn align, and Guerdan is visited by a strange mage. He journeys to the Tower of Wayrath, survives an incredible test to become the High Defender of the magical Lost Citadel. Only then does he realise the enemies that he has made.

2: The Medusa Plague (Due Oct)

The people in Guerdan's home village are turning into snake limbs, etc, and thinking that he cursed them, his nephew comes looking for him. But this whole thing is a ploy to get Guerdan out of the Lost Citadel...

Miscellaneous

1. Dragons of Krynn

An anthology of dragon tales - oops - tales.

2. The Second Generation Hardback novel \$40.00

Two new stories by Margaret Weis and Tracy Hickman, dealing with the children of the Companions. It also contains three previous stories.

GREYHAWK

GREYHAWK CAMPAIGN MATERIAL

City of Greyhawk One of the best fantasy cities made! This set includes a 96 page guide to Greyhawk, a 96 page catalogue of the populace, four great 21"x32" colour maps (depicting a strategic area map, an itemised DM's map, a DM's secret-passages map, and a terrific isometric players map), and 23 mini-scenario cards situated in this superbly detailed urban environment. **\$35.00**

From the Ashes Boxed supplement exploring Greyhawk after the wars - describing the new political boundaries, alliances, forces, etc. With 2 maps & two 96 page books, more details next catalogue. **\$45.00**

Greyhawk Wars For details refer to the Fantasy Wargames section of this catalogue. **\$45.00**

GREYHAWK ADVENTURE MODULES

WG10 Child's Play A very funny beginner's module. The Queen of Rheedain's reign is being usurped by young nobles. To stop them she needs to find her great-grandfather's tomb, whose location only her grandmother knows about, but she's become a recluse. The Queen's champion, who is a reputable Ranger, would be able to track the Queen's grandmother down, but he's disappeared as well. I'm confused! **\$12.00**

WG11 Puppets The characters start by beeping up an evil Leprechaun in Gnarley Wood, then they move on to the Free City of Dyvers, where a series of strange burglaries are plaguing the populace. **\$12.00**

WGA1 Falcon's Revenge A plot to revive an ancient, evil cult is discovered. But the temple's location remains a mystery. A maze of clues, scattered throughout the City of Greyhawk, will provide hints for its eventual discovery, and subsequent destruction. Includes 25mm cardboard buildings. **\$18.00**

WGG1 Patriots of Ulak Adventurers are needed to defend the Principality of Ulak from a despot's massed humanoid horde, and to unravel a simmering conspiracy. Lots of fighting, for levels 1 to 4. **\$15.00**

SPELLJAMMER

SPELLJAMMER CAMPAIGN MATERIAL

"AD&D in space?" we thought. "What a crock of kobold droppings!" We were wrong. Firstly it links all the disparate campaigns into one universe, and secondly it's an ideal break from the normal 'hack 'n' slash'.

The Astrumundi Cluster A box set exploring an endless asteroid field wherein high empires & undiscovered civilisations flourish on lush moons & warped worlds. Includes 2 maps. **\$45.00**

Spelljammer Novels - \$10.00 each title

Clockmaster Cycle

6: The Ultimate Helm

LANKHMAR

City of Lankhmar 2nd Ed. City abode to thieves & adventurers; the home to Fafard & the Gray Mouser. This new 160 page book describes a major metropolis that is suitable for any game world - ideal for urban campaigns. Includes details for Lankhmar character generation. **\$40.00**

LNA1 Thieves of Lankhmar A definitive sourcebook of the Lankhmar thieves' Guild - includes details on operations, the principal officers & members, a shady history, and its hidden agendas. **\$22.00**

LNA2 Network An unscrupulous sorcerer needs a party of glibbie cannon-fodder, etc. he means heroic fighter-types, to represent him in a grueling quest-combat that occurs only once every 140 years! **\$22.00**

LNA3 Prince of Lankhmar A mission to escort the Prince of Lankhmar from his school in Ilthmar meets with disaster when he is kidnapped and held for ransom, and his father is not impressed! **\$20.00**

LNR1 Wonders of Lankhmar Forty-seven one-to-two page mini-adventures that can be used in any urban environment, Lankhmar or otherwise. Includes a short list of new spells and monsters. **\$18.00**

LNR2 Tales of Lankhmar Entertaining compendium of 7 adventures - from the ale-rooms of the Silver Est, to the labyrinth of sewers and dangerous alleys of Lankhmar alleys. For levels 3 to 10. **\$20.00**

LNR3 Stayers of Lankhmar Describes the Stayer's Guild, a secret mercenary organisation. **\$20.00**

RAVENLOFT

RAVENLOFT CAMPAIGN MATERIAL

RAVENLOFT A complete revision of this campaign world of Gothic horror. Combines elements from Realms of Terror and Forbidden Lore. Includes source materials, adventure ideas, fortune telling cards, and new realms of horror to explore within the Ravenloft domain. Contains 160 page and 128 page books, color illustrations, 3 maps, 54 cards, and an 8 panel DM screen. **\$80.00**

MC10 Ravenloft Monsters Describes a host of foul creatures from the fantasy-horror genre. **\$22.00**

Masque of the Red Death & Other Tales A boxed set that adapts Ravenloft to play in an alternate reality Victorian-era Earth. Contains 5 booklets, DM screen, 2 maps. Due Nov. **\$50.00**

Monstrous Compendium Ravenloft Appendix # 3 128 pages of more beasts to spring on unsuspecting PCs. Due Nov. **\$35.00**

Forbidden Lore Covers pinnacles, madness, sciences & devotions, new spells & magical lore, expand-ed rules for curses with campaign notes, the role of secret societies, details on the Vistani - the masters of prophecy & fortune telling, and more. Includes a deck of fortune-telling cards & sets of rune dice! **\$45.00**

RR1 Darklords This 96 page accessory introduces 16 powerful Dark Lords to your campaign, describing in detail their history, domain or demeane, special abilities, and spectacular powers. **\$22.00**

RR3 Vampires Comprehensive sourcebook on these powerful immortals - details their origins, powers & salient abilities, weaknesses, feeding & sleeping habits, relationships, psychology, ego, etc. **\$22.00**

RR4 Islands of Terror Features 9 exotic islands whose lords are as malevolent as Ravenloft's core Darklords, from the bestial desires of the Hive Queen, to a once virtuous lady now fallen from grace. **\$22.00**

RR5 Van Richten's Guide to Ghosts Sourcebook on the incorporeal undead, including hunting techniques, origins, the passions that draw them from the grave, extraordinary powers, weaknesses, etc. **\$22.00**

RR6 Van Richten's Guide to the Lich Crazy Van Richten delves into the secrets of the lich, formidable undead lords whose obscene powers are the ultimate bane of all experience-greedy characters. **\$25.00**

RR7 Van Richten's Guide to Werewolves Dr. Rudolph brings his sanity into question again by researching the shifting shadowworld of lycanthropy. Reveals how they live & multiply & what it takes to cure Ravenloft of lycanthropy. **\$22.00**

RR8 Van Richten's Guide to the Created Introduces gnomes, animated objects, & Frankenstein style monsters. Reveals their strengths and weaknesses & how to destroy them. **\$25.00**

Van Richten's Guide to the Ancient Dead The mummies of



Ravenloft. There is far more to these creatures than just crumbling horrors that uncoil forth from their tombs. Due August. \$28.00

RAVENLOFT ADVENTURE MODULES

- Castle Forlorn** A "super-module" that allows the players to get lost in the labyrinthine rooms & corridors of Ravenloft's most terrifying locale. Includes richly detailed 3-D maps. \$45.00
- RA2 Ship of Horror** From the mists comes a haunted ship whose cursed captain takes the players to the realm of Ravenloft, on an island where a necromancer has created a new breed of undead. \$30.00
- RE1 Adams Wrath** A Ravenloft Frankenstein adventure, where PCs must try to stop Dr. Mordenheim's hideous monster. \$20.00
- RM1 Roots of Evil** The master vampire Strahd Von Zarovich faces the final apocalyptic showdown with Azalir the lich (from RQ3). Includes a return to Castle Ravenloft. For levels 8-12. \$25.00
- RM2 The Created** By day a mad puppeteer sells his wares in his humble toyshop, but at night his horrific doll golems stalk the streets to pursue their evil tasks. For levels 5-8. \$16.00
- RM3 Web of Illusions** Adventure in Sri Raj, an East Indian land of jungles, mysterious temples and the ancient raijasees - evil masters of illusion & shapeshifting. For levels 8-12. \$22.00
- RM5 Dark of the Moon** A 64 page werewolf adventure for levels 5-8. TSR have neglected to provide any plot comments, but they did say "Werewolves are hot," thank's TSR! Due Jan. '94. \$22.00
- RQ1 Night of the Walking Dead** Set in a zombie-infested swampland, players must unravel the mystery behind a string of murders & disappearances in a village plagued by ambient undead. \$13.00
- RQ2 Thoughts of Darkness** Bluestap (great name - did someone trip over their typewriter?) is a land of endless night where lightning falls like rain, and an undead Master is hatching vampiric mind bayers in an attempt to achieve immortality. \$20.00
- RQ3 From the Shadows** An lich lord prepares for the coming of the grand conjunction, when the lands of Ravenloft merge with the realms of man, and great powers come within its reach. \$20.00
- RR2 Book of Crypts** 9 short adventures describing dense of death irresistible to adventurers intent on plunder, but most often than not a dark hole wherein characters get their greedy butts kicked! \$22.00
- The Awakening** For Player Levels 7-10. A mummy wakes up and starts to cause chaos. Ravenloft. Due Sept. \$20.00
- Hour of the Knife** Jack's back (he's the Ripper), except he's really a doppelganger who can copy anyone. Due Oct. \$20.00
- Howls in the Night** Inspired by Sir Arthur Conan Doyle's Hound of the Baskervilles. 32 pages. Due Jan'95. \$14.00

RAVENLOFT NOVELS - \$10.00 each

- The Ravenloft Series**
- 1: Vampire of the Mists 2: Knight of the Black Rose 3: Dance of the Dead
4: Heart of Midnight 5: Tapestry of Dark Souls 6: Carnival of Fear
7: The Enemy Within 8: Mordenheim
- Ebonheart Trilogy - \$10.00 each**
- 1: The Tower of Doom (Due Nov)
Miscellaneous - \$10.00 each
- 1: Tales of Ravenloft Anthology (Due Sept) 2: I, Strahd - \$30.00 hardback

AL-QADIM

Ancient Persia, a classic medieval campaign setting that's ideal for jaded players, bringing to vivid life classic elements of high fantasy - flying carpets, sphinxes, genie, pharaohs, sultans, and much more.

Al-Qadim Arabian Adventures 160 page sourcebook describing the land of Zakhara, the people's virtues (honor, family, purity, hospitality, etc),

- character creation, 20 new PC class (khal' (corsair, mystic cleric, etc), proficiency (begging, display weapon prowess, Genie lore, grooming, etc), desert survival, Calling Upon Fate, The Evil Eye, Sha'r abilities (Genie magic), elemental province spells, and more! \$38.00
- Al-Qadim: Land of Fate** A box set with further campaign details. Describes geographic features, township life, attire, marriage, slavery, life in the desert, blood feuds, Shetkha, strife & vanity, caravels, 12 tribes of the High Desert & Haunted Lands, local deities, the Savage Gods, 27 (I) cities, legends, the calendar, the law, local secrets, magical items, and much more! Includes four 21"x32" colour maps. \$40.00
- MC13 Al-Qadim Monsters** Includes classic beasts like genies, rocs, pegasi, & sphinxes. \$22.00
- City of Delights** A box set that reveals the desert metropolis of Medina Al-Huzzaz; delve into the exalted intrigues of the Caliph's court & harem, or explore the more mundane streets where merchants & beggars mingle. Includes maps of the city & the sprawling palaces. \$30.00
- CGR3 Complete Sha'r's Handbook** Sha'r wield great power over the genies and are central to Al-Qadim. Reveals secrets of these masters as well as new info, elemental magic, etc. \$35.00
- ALC1 Golden Voyages** A mini-campaign on the Crowded Sea, inspired by the tales of Sindbad! Includes an assortment of exotic adventures set in different locations (both at sea & on land), new rules on sailing, new monsters, notes on tribes & geography, an Al-Qadim DM's Screen, plus a 21"x32" map. \$38.00
- ALC2 Assassin Mountain** A DM's guide to the secrets & objectives of the fanatical Assassins of Zakhara, including methods, tools, organisation, etc. Features an adventure, a stronghold map, etc. \$40.00
- ALC3 A Dozen & One Adventures** A nifty collection of short adventures designed for levels 2-10. Includes new monsters, player handouts & a big map. \$40.00
- ALC4 Secrets of the Lamp** A sourcebook on genies - details their organisation, noble genie lords & their magical estates (ie: the City of Brass), powers, monsters, adventures, etc. \$40.00
- ALC5 Ruined Kingdoms** Seven quick start adventures that can stand alone or be linked together, exploring the mysterious remains of the lost Kingdoms of Nog and Kader. 2 booklets, map, cards, etc. \$35.00
- Cities of Bone** A collection of adventures set in the haunted ruins and crypts of forgotten cities of Al-Qadim. There's many secrets to find and reveal and dig up - but some of them are better left buried! \$35.00
- Corsairs of the Crowded Sea** An adventure and accessory allowing players to sail the seas, encountering storms, pirates of chaos, and find new magical items and monsters. Due August. Lvs 6-8. \$38.00
- Caravans** An adventure and accessory for all player levels. The first epic adventure for Al-Qadim. Three booklets, 12 cardsheets, map, etc. Due November. \$35.00

MISCELLANEOUS MODULES

- GA1 The Murky Deep** A cursed cabinet reveals the secrets of an ancient city, undiscovered for centuries, and haunted by the doomed shades of its former inhabitants. For levels 5-8. \$14.00
- GA2 Swamplight** A precious family heirloom has been stolen from a Baron's castle - the culprits trace lead deep into the murky depths of a sprawling realm of swamp. For level 7-10. \$14.00
- GA3 Tales of Enchantment** A fierce princess has sed her oppressive parents & seeks refuge in the realm of humans, thus triggering a diplomatic nightmare for the PCs. For levels 4-9. Due Sept. \$14.00
- HHQ1 Fighter's Challenge** Sunnham was a thriving trade town, until a caravan laden with gold disappeared and ruined the settlement financially. An adventure for 1 DM & 1 player (2-4 level fighter). \$14.00
- HHQ2 Wizard's Challenge** A prosperous Wizard's guild is in decline after important members were mysteriously killed, those that survived are now

- threatened. For 1 DM & 1 player (2-5 level Wizard). \$14.00
- HHQ3 Thief's challenge** The river Thadysh is being terrorised by a masked bandit, the local thieves' guild wants to know who's responsible! A special adventure for a single, clever Thief of levels 2-4. \$14.00
- HHQ4 Cleric's Challenge** In the town of Pommerville terrifying apparitions prowl the shadows, while corpses tear themselves free of their earthly bonds and walk again! For a level 1-4 Cleric. Due Oct. \$14.00
- HHS1 Fighters Challenge II** An adventure for 1 player & 1 DM. Just about any hero can rescue a princess, but how do you go about returning her to her family? Quite a challenge. \$14.00
- Wizards Challenge II** An adventure for one player and one DM. A beast is terrorizing peasants at the frontier, & it is immune to weapons. But what can one wizard do that an army can't? Due Oct. \$14.00
- REF3 The Book of Lairs** 61 very short adventures, perfect scenarios for any environment. \$27.00

EARTHDOWN

FANTASY Epic fantasy adventures in a medieval world, where the struggling peoples of the free races of Barsaive are pitted against the evil Empire of Thom, as well as the monstrous creatures remaining from the Scourge. This game appears to be about the origins of the ShadowRun world, revealing the races before magic was locked away. By FASA.

- EARTHDOWN** A 336 page hardback book detailing everything players and gamemasters need to adventure in the world of Earthdawn. The book features 48 pages of color plates showing the different disciplines and races available to players, as well as many of the supernatural creatures. The history, culture, and weapons of the various races are covered, as well as the cloud-ships of the Empire. Players can be elf archers or troubadours, ork beastmasters or cavalry, dwarf elementals or weaponsmiths, human illusionists or nethermancers, troll sky raiders, Tlaxrang swordmasters, Windling thieves, Obsidian warriors or wizards. Includes 18 full color treasure cards. \$55.00
- Barsaive Campaign Set** Boxed set including 36 creature & treasure cards, poster map, a Guidebook to Barsaive, and a GM book with creatures, treasures, important people & legends. \$50.00
- Denizens of Earthdawn Vol 1** Includes heaps of full color plates, fits 128 page book describes the elves, humans, trolangs, and windings in detail, and provides race-specific disciplines, new talents, and special rules for playing each race. \$35.00
- Denizens of Earthdawn Vol 2** Provides an in-depth description of draves, obsidian, orks, and trolls & how they fit into society. August. \$35.00
- Earthdawn Companion** Guidelines for advancing characters beyond limits set in the rules. Has 50 new Talents, 40 new spells, a system to create new original character disciplines, rules for playing questors and Lightbeers, rules for ship combat, etc. \$35.00
- Earthdawn GM Pack** GM Screen, sheets of treasure cards, a booklet featuring a full length adventure, & campaign guidelines. \$25.00
- Infected** An adventure in which the players race against time to save a young girl accused of being infected by a Terror. But where are her powers coming from? Can you save her and her village? Due August. \$20.00
- Paradise: The Forgotten City** Once the Tharan provincial capital, this city is an overgrown sprawl of crumbling towers and moss covered temples. But there hidden are countless treasures, magic, & secrets. Boxed. Due Sep. \$50.00
- Paradise Adventures** Four grueling adventures which take characters from the frontier town of Haven through various areas within the ruins of the Forgotten City. For characters of Orders 2-5. Due Oct. \$20.00
- Terror in the Sides** The trading companies of the city of Travar are being plagued by sky-bound horrors, & the group of PCs are helping defend the cities airships before being sent on a quest. \$20.00
- The Mists of Betrayal** When a group of heroes are hired to deliver a payment to the Elven Court, they learn the corruption of the Elven Court extends into the very heart of Barsaive. \$16.50

EARTHDOWN NOVELS - \$10.00 each

1. The Longing Ring

Young, mute, possessed by a Horror & rejected by his village, Jrole sets out to discover what remains of the world after the scourge, and finds out things are a mess. Can he be set free from the Horror inside him?

2. Mother Speaks

Relanna has kept her twin sons safe by her magic all their young lives - especially against their father Jrole. But then the Tharans have returned, & she wonders if perhaps Jrole might be able to help them...

3. Poisoned Memories

Jrole risks his life as he tries to save the life of a youngster pursued by the horrors. But they are also pursued by Mordom, who tries to imprison them on his airship - the only escape is through Death's Sea.

4. Prophecy

Follows the journeys of a wizard, Cymric, who takes on a seemingly simple task of helping a swordswoman uncover the secret of her past - but its a secret that involves an encounter with a horror which lays in wait...

ELRIC

DARK FANTASY The brutal world of the Young Kingdoms, a realm where decadent empires crumble as bold new nations gain in power. Based on Moorcock's books. By Chaosium.

- Elric!** A new and complete roleplaying game set in the Young Kingdoms. This game replaces Stormbringer. It features streamlined combat, a cast magic system, summonings, and a rich background from the Elric Saga. With 158 pages, featuring a new map of the Young Kingdoms. \$39.95
- Atlas of the Young Kingdoms Vol 1** The Northern Continent. A new series of books providing complete details of the nations and cities of Elric's world. Due June. With extensive maps & background. June. \$38.00
- Castle of Eyes Novel** A novel of dark fantasy by Penelope Love, Australian author of many scenarios for Elric and Chulhu. \$24.95
- Elric Screen** 6 panel screen plus loads of goodies: 4 rules reference cards, bookmark with index, new character record sheets, 11x17" map of the world, & the Curse of Chardros, a complete scenario. \$30.00
- Meinbone!** The Bright Empire has ruled the world for 10,000 years, but now its people lie sunk in introspection and dreams. A sourcebook about the Dragon Isle and the Dreaming City. With 3 scenarios. \$40.00
- Perils of the Young Kingdoms** The power of Meinbone wanes, as that of Pan Tang grows. The armies of many nations are restless, & turmoil erupts with devastating results. With 5 adventures. \$35.00
- Rogue Mistress** Tricked by a cruel sorceress, the adventurers are thrown into a quest that encompasses seven strange worlds. Aided by a feisty buccanier, and a few doom-laden NPCs, they begin to plot their vengeance. An excellent series of adventures that builds up quite a bit of momentum. \$30.00
- See Kings of the Purple Towns** The Purple Towns is the centre of trade & commerce in the Young Kingdoms. Located literally in the middle of the world, this bustling port is an ideal haven for adventures. Includes the elemental Churches of Air, Water & Gold, and four adventures. \$35.00
- Sorcerers of Pan Tang** An extensive sourcebook on Pan Tang, a nation infamous for its cruel slavery, insatiable bloodlust, & pulsating magic. Includes notes on history, society & character-generation, with regional maps, and five adventures. 126 pages. \$35.00
- The Fate of Fools** Two complete adventures set in the Young Kingdoms. Resist the advance of the Lord of Ennui! Due June. \$18.95

GURPS.

GENERIC An elegant system, with supplements for every type of RPG genre that can be linked to the basic mechanics without the need to learn a new set of rules. By **Steve Jackson**.

- GURPS BASIC RULEBOOK 3rd Ed.** 256 page softcover - contains all the necessary mechanics, including magic, advanced combat, psionics, character creation, record sheets, etc. \$40.00
- Access Abroad** Players can be either government agents trying to defuse a world wide outbreak of Wild Card, or can be the joker-terrorist group the Twisted Fists. Includes the Australian cutback. \$40.00
- Cyberpunk** An accessory for playing Cyberpunk with GURPS. \$40.00
- Cyberworld The USA in the twenty first Century, with history up to 2043, culture on the edge, crime & punishment, technology, the Net.** \$40.00
- Fantasy RPG Campaign** based in world of Yrth - 144 pages. \$40.00
- GURPS Bestiary 2nd Ed Supplement** full of beasts. \$35.00
- GURPS Magic** A comprehensive listing of objects for Fantasy campaigns - 112 pages. \$35.00
- GURPS Magic Items II** Same idea as above - 128 pages. \$40.00
- International Super Teams** Detailed sourcebook for the Supers RPG - 128 pages. \$40.00
- LSI, Kingston** 48 page adventure in which the LSI take a vacation in the sunny Caribbean. Also a sourcebook for the region. Due July. \$16.00
- Lawmen** Recreates E.E. Coss stunning novels of the Lawmen of the Galactic Patrol, locked in battle for control of the galaxy. 128 pages. \$35.00
- Martial Arts** Generic supplement with 35 styles of fighting - 112 pages. \$35.00
- Mage: The Ascension** 176 page book that allows players to play MAGE using the GURPS rules system. Due Aug. \$40.00
- Religion** 176 pages of rules for any type of god or divine powers, including the rules needed to create a complete cosmos. \$40.00
- Robin Hood Sourcebook** England's favorite hoodlum. \$37.00
- Scarlet Pimpernel** Adventuring in the 18th Century. \$30.00
- School of Hard Knocks** Adventure module for the Supers RPG - 32 pages. \$15.00
- Space RPG** Sci-fi genre game with campaign material - 128 pages. \$35.00
- Space Adventures** A selection of scenarios for the Space RPG, just like the life says! \$40.00
- Special Ops** A modern military (special forces) campaign RPG - 128 pages. \$34.00
- Stardemon** Adventure module the Space RPG - 32 pages. \$13.00
- Supers RPG 2nd Ed.** A contemporary super-hero RPG. \$35.00
- Supertemps** Adventure module for Supers RPG - 64 pages. \$18.00
- Time Travel** Rules for fitting around time, past, present, future. \$40.00
- Vampire** Allowing you to play Vampire stuff with GURPS rules. \$35.00
- Vampire Companion** Complete GURPS stats for new clans, new disciplines, new advantages, elder vampires, etc. \$40.00
- Werewolf** Allows you to play Werewolf with GURPS rules. \$40.00

HEROES UNLIMITED

SUPERHERO A good moderate-complexity system that is fully compatible with Ninjas & Superspies, Beyond the Supernatural, TMNT & the Palladium RPG. By **Palladium**.

HEROES UNLIMITED 248 page softcover with chapters on creating characters, skills, combat, aliens, bionics, experiments, hardware, vehicles, magic, mutants, physical training, psionics, robotics, special training, determining super abilities, equipment, weapons, character sheets, etc. and more! \$40.00

Villains Unlimited Features combat clarifications, 4 new Minor Abilities, 15 new Major Abilities, creating organisations with 3 examples (S.C.R.E.T., Brotherhood of Armageddon & The Dark Tribunal), 2 Super Teams plus the Sentinels of Liberty & Justice, 13 villains, and 3 adventures. 224 pages. \$40.00

HERO SYSTEM

FANTASY Features over 11 character races, 26 character classes, 13 colleges of magic, many strange beasts, and nice cover artwork. Comprehensive, but not complex. By **Iron Crown Enterprises**.

Hero System The first universal (generic) RPG system to be produced. This 220 page softcover book includes character generation and complete game mechanics, plus an adventuring section. \$35.00

Cyber Hero Campaign sourcebook detailing hardcore cybergeek, special combat rules & high-tech weapons, cyberspace nets, and gritty near future street background material - 208 pages. \$35.00

Fantasy Hero 256 page softcover containing all necessary mechanics needed to play, including magic, monsters, heroic combat, strange races, religious cults, & a number of adventures. The publishers recommend that the Shadow World series be used as a campaign setting. \$35.00

Fantasy Hero Companion A 144 pg book that features a mass combat system, building floorplans for campaign use, 76 new critters, extra magic items, 13 extra spell colleges, and a lewd cover. \$25.00

Hero Bestiary Dragons, aliens, faeries, ghosts, animals, - for every genre, & GM guidelines for creating more beasts. 192 pages. \$25.00

Hero System Almanac Detailed rules for writing up & GMing spirits. An alternate magic system. Material from *Adventurers Club* magazine. How to make realistic timelines, & *Champions Universe* updates. \$20.00

Fantasy Hero companion II 160 page supplement containing new spell colleges, force monsters, powerful magic items, adventure locations, rules for naval combat & jousting, plus GM advice, etc. \$30.00

Ninja Hero Martial-arts sourcebook for Hero System. Features an array of special oriental combat styles, exotic weapons & armor so players can really tick serious ass. 176 pages, with adventures. Due when????? \$25.00

Western Hero A 208 page sourcebook that includes historic and fictional background, character development, real-life personalities, equipment, special skills, and a gritty adventure. \$35.00

MAGE

DARK FANTASY Third in White Wolf's immensely popular series. The players take the role of magicians in a modern day setting. As always, the emphasis is on role play, not rule play. By **White Wolf**.

MAGE A 312 page book detailing a modern urban world of horror, with a gothic punk edge. Players take the role of magicians, who are embroiled in bitter struggles against three horrendous enemies: the Technocracy, who rule current day Earth and suffocate it in webs of steel; the Marauders, who rule the outcast realms and down all in ceaseless discord; and the Nephand, who rule the nightmare voids and concept victims in the Wyrms' coils. \$50.00

A Book of Shadows The Mage players guide, including new Traditions,

rites, talismans, Abilities, merits, flaws, in-depth truths about the factions of magic & the Path of Ascension, expanded rules for magic, fool, familiars, etc. Due May. \$35.00

Digital Web Covers the vast expanse of the Virtual Reality Net, including magick railings, formatting, combat, whitout, systems crashes, the Spy's Demise, & two ready to run tales set in the Net. \$30.00

Mage Screen The storytellers screen compiles the most important information needed to run Mage. \$16.00

Loom of Fate Characters find themselves woven into a pattern of tragedy and usury where free will threatens the Tapestry. \$20.00

The Chantry Book Allows players to create a vibrant, fully realised Chantry for their magic characters. \$30.00

The Technocracy The sourcebook which explores the motivations and powers of the Technocracy, the fractious organisation that controls humanity's will. \$20.00

Virtual Adepts Tradition Book Detailing the cyberhacker wizards, with 6 character templates, history, factions, & paths of Virtual Adepts, slang terms, new rites, etc. \$20.00

MECHWARRIOR

SCI-FI Powerful stellar empires fight a savage galactic war for technology, production facilities, and water resources. For further titles see **BATTLETECH** under Science Fiction Boardgames. By **FASA**.

MECHWARRIOR 2nd Ed. Provides complete, updated rules for roleplaying Clan or Inner Sphere characters. Includes PC generation, personal combat, equipment lists, additional history, etc. \$30.00

Comstar Sourcebook Examines in detail this institution of Inner Sphere information, and its splinter militant sect, the Word of Blake. Features new Mechs and ComStar character archetypes. \$30.00

Hot Spots A rulebook with game information for mercenaries, especially covering contracts. Includes mission briefings for contracts. \$25.00

Intelligence Operations Handbook Before each battle, spies wage a war of subterfuge for information. This reveals the intelligence agencies of the Clans, Comstar & the Inner Sphere Houses. \$30.00

Jade Falcon Sourcebook Describes the history and military organisation of the Jade Falcons - bane of House Steiner. Includes rosters of the Inner Sphere invasion forces, and their unique 'Mechs. \$30.00

Mechwarrior Companion Features rules expansions, new source material, expanded character generation, skill concentrations & specialisations, battle armour, more vehicles, BattleTech expansions, additional equipment, more archetypes, contacts, NPC templates, adventure ideas, & a tech manual. Due May? \$35.00

Mercenary's Handbook 3055 This 2nd edition sourcebook lets you create, maintain & operate a mercenary unit, covering all things from salaries to medical care. Includes detailed histories & equipment rosters of Wolf's Dragons, Kell Hounds, Gray Death, Rhondas, & Snords. Also gives actual dollar costs (and mechforce values) on every single mech & mech variant and vehicles found in all other publications. \$35.00

Null Set A band of mercenaries gets caught in a plot to frame Comstar with a very unlikely weapon, and have to fight for their freedom, and to prove their innocence. \$18.00

Royalty & Rogues A deceptively simple rescue mission leads the players to the Periphery where they uncover a pirate stronghold and a conspiracy to overthrow a planetary government. Due Sep. \$20.00

Wolf Clan Sourcebook Reveals the history, culture, military capabilities, internal hierarchy, tactics, personalities and unique 'Mechs of one of the premier Clans. (Oh The Premier Clan, thank you!) \$30.00

Unbound On the gladiatorial gaming world Solaris VII the players are hired to investigate a mysterious stable called Deadly Sins, which has been fielding 'Mechs of unknown origin in the fighting arenas. \$16.00

MECHWARRIOR NOVELS - \$10.00 each

- Jade Phoenix Trilogy:**
- Way of The Clans** - Follows the progress of a young Jade Falcon Truebirth as he strives to become a recognised mechwarrior.
 - Blood Name** - Now masquerading as a freebirth, Aidan wants to earn his Blood Name - the ultimate goal for all Clanners - but all Truebirths going for the Name have made a pact to kill him or die in the process...
 - Falcon Guard** Aidan is asked to command the newly re-commissioned Falcon Guard, but he knows that he's given the assignment because the Guard is degraded. Can he alone for their past mistakes?
- Miscellaneous Titles - \$10.00 each**
- Decision at Thunder Rift** 1st BattleTech novel. Grayson Carlyle finds his life destroyed when bandits attack his world and massacre the garrison. Now all he needs to begin his revenge is a mech - but how?
 - Mercenary Star** The sequel to *Decision at Thunder Rift*. The new mercenaries receive their first assignment, training farmer rebels on Verthandi. But getting the factions of scattered farmers together won't be easy, and the Legion's toughest battles wait for them... A good novel.
 - Wolf Pack** - a superb novel set in 3053, not long after Tukayyid. Jamie Wolf is aging and needs to consider a successor, but factions within the Wolf's Dragons have other plans, and so begins a civil war that could destroy the Dragons for ever...
 - Natural Selection** - a new bandit unit using Clan weaponry has invaded Federated Commonwealth space & is stomping on every garrison that gets in the way. Both the Wolf Clan and FC are desperate to stop these bandits before it escalates into a war - but who is supplying them?
 - Ideal War** - Thomas Marik has conceived of a plan to elevate the position of mechwarriors and keep devastating technological weapons on the back burner - but his plan is threatened by a vicious war on Gibson.
 - Main Event** - Jeremiah Rose wants revenge against the Clans & wants to start a new merc unit for that purpose. His own people reject him, so he goes to Solaris VII, needing money, mechs, & mechwarriors. Providing he can pull this off, he then wants to take on the Jade Falcons.
 - Brood of Heroes** It had to happen - Richard Steiner has decided to form the Siye Marches into an independent state, & sends forth the Tenth Siye Rangers to do the job. With an elaborate plan, they assault Gengary, when most of the Gray Death Legion are called away. What chance do the recruits & others left behind have against overwhelming odds? Can young Alexander Carlyle perform a miracle?
 - Assumption of Risk** By Michael Stackpole. Arguably the best BattleTech novel written to date - this novel will set your mind spinning. As Kai Allard-Liao fences with his uncle Tormano Liao, we not only discover the horrifying truth behind Katrina Steiner's murder, but events almost lead to war, and the machinations of Devion/Steiner politics are gripping.
 - The Far Country** A Kurita jumpship makes a misjump and arrives near an uncharted planet. The ship falling apart, the 8 Kuritan strike team members, mech mercs, and ship's crew all flee to the planet, where they find another ship has made a similar misjump 300 years ago. They spend most of the novel fighting amongst themselves, & then against the earlier people. The heroes of the book are bird-aliens who behave like Ewoks.
 - D.R.T.** Part two in following Jeremiah Rose & his Black Thorns. They land a job defending the Kuritan planet Wolcott inside Smoke Jaguar territory. The fact that they are paid so much of their contract in advance makes the whole affair appear somewhat suspicious, and they end up going head to head with the Nova Cats, both First & Second Line units.
 - Close Quarters**
- The Cabelleros sign on to protect Theodore Kuritas corporate-mogul cousin, they think it's a low risk, high paid job. But danger lurks among the looming

bronze towers of Hachimen - the yakuza and the ISF, both trying to bring down the man they are trying to protect. Due August.

MEKTON II

SCI-FI Set in the new future, this is a complete & detailed game of battles between giant Robotech style mecha. Extremely influenced by Japanese animation movies & series. By **R.Talesorian Games**.

MEKTON II A 94 page book with a complete system for giant mecha adventures, with streamlined construction rules for vehicles, spacefighters, robots, & mecha. Combat is on both man to man and battlemachine levels. Mecha weapons include plasmacannons, laser cannons, rockets, MGs, beam sabres, drills, fangs, energy blades, & shields. With great looking mechs and lots of illustrations. \$22.50

Mekton Techbook Advanced construction system with custom-weapons, cloaking, ECM, ECCM, psionics, & teleports. Also with 20 new systems and 17 new Mektons, with stat sheets filled out. \$19.95

Mekton Empire Mecha combat in the stars! With over 100 planets, alien races, new mechs, spacehips & spaceship combat, mech boarding action, map of the Bender Spiral galaxy, etc. 134 pages. \$24.95

Mekton Mecha Manual Vol 1 Huge space battlewagons, giant insectoid battlesuits, retro-tech mechs. All this and more in this first in a series of Mekton supplements providing mecha and vehicle designs. Has twenty four different designs, each fully illustrated. Due Sep? \$15.00

Operation Rimefire An absolutely stunningly produced campaign for Mekton, including 16 full color pages presented in true anime style. Also has 10 detailed player characters with model sheets, 40 NPCs with visual representations, full breakdowns of all Mektons involved, 22 action-packed episodes linked together. With set drawings & locations. \$25.95

MIDDLE EARTH

FANTASY J.R.R. Tolkien's magical world of The Lord of the Rings is brought to vivid life with this moderate complexity, but well crafted system. Good for beginners. By **Iron Crown Enterprises**.

Lord of the Rings Adventure Game A complete role-playing package designed specifically for beginners! Features a rich storytelling-style adventure that teaches roleplaying concepts as the game unfolds. Contains 10 maps, 6 character fold-outs, and dice. \$35.00

Adventure #1 Darker Than the Darkness Concludes the adventure started in the box set - a motley crew of bandits are terrorising the inhabitants of the Trollhairs, but not for much longer! \$20.00

Adventure #2 Over the Misty Mountains Cold A Dark Elf in the service of the dread master of Dol Guldur, lengthens the shadows surrounding his forest keep with diligent cruelty. \$16.00

MERP 2nd Ed CLEARANCE SPECIAL

MIDDLE EARTH 2nd Edition. A new edition is coming out - so we've got to clear out this previous edition. The original, more complex (but still relatively easy to learn) box set. It contains a comprehensive 128 page rulebook, a moderately useful booklet of maps & floorplans, an excellent 32 page introduction to roleplaying, plus 56 color cardboard character counters. It was \$25.00 but now... \$11.00

MIDDLE EARTH II RPG

MERP II HARDBACK 264 pages. Includes character templates for fully developed characters, complete character development system for all the major races, magic system with simple yet comprehensive rules, a realistic, fast and playable combat system, game master guidelines that cover, travel, encounters, weather, random events, healings, psionics, magic items, etc. Detailed info on creatures and peoples that cover major beasts, monsters, & cultures of Middle Earth. An expanded set of secondary skills & professions. Also has a complete sample adventure set in the trollhairs. \$50.00

MERP II SOFTCOVER The MERP RPG in softcover. \$35.00

MERP II Accessory Pack Boxed. Details later. Due Aug. \$30.00

MERP II Campaign Guidebook & Map A 128 page sourcebook that includes a detailed timeline of history in the west, linguistic guide for the tongues of elves, dwarves, etc. an elvish dictionary, glossary of terms, role playing notes, theme maps, & a color 24" x 36" map. \$33.00

MIDDLE EARTH SUPPLEMENTS

MERP II Combat Screen 2nd Ed. Contains a standard selection of combat tables, maneuver rules, and charts for other such strenuous pursuits - all on an 11"x34" cardboard screen. \$16.00

MERP II Poster Maps \$30.00

VARIANT CAMPAIGNS

Robin Hood Alternate campaign sourcebook based on a romantic 11th century English setting - specifically the Forest of Dean on the Welsh Marches & Sherwood Forest. Includes sections on new medieval skills & professions - material on bandit & guerrilla operations. 160 pages. \$25.00

Pirates Creates the boisterous world of 17th century pirates & buccaners. From the rowdy ports of the West Indies, to the savage coasts of Africa - adventure & wealth await all who sail under the Jolly Roger. 160 pages with ship types, fashion, treasure, firearms, fencing, maps, magic, 6 scenarios, etc. \$25.00

MIDDLE EARTH SOURCEBOOKS

AMOR This boxed set is a comprehensive tour of the entire North Kingdom of the Dunedain, featuring color maps, a history of Etdador, descriptions of fairs, guilds, mystical orders, personalities, a travellers guide, plus a series of adventures, etc. Due ?? \$50.00

Lord of Middle Earth I: The Immortals Comprehensive 112 page sourcebook detailing the Elves, Valar, Maiar and the Great Enemies. Includes history, new powers, major personalities, etc. \$20.00

Lord of Middle Earth II: Mannish Races A wealth of data on the Kings of Amor, Gondor & Numenor, plus profiles on Aragorn, Boromir, the Witch King of Angmar, Eowyn & the Ring Wraiths. \$20.00

Lord of Middle Earth III Details the races that the other books neglected - the gentle Hobbits, dour Dwarves, patient Ents, crude Orcs, and formidable Trolls. 112 pages, of comprehensive detail. \$20.00

Pelantir Quest Sourcebook with adventures? regarding one or more of the magnificent pelantir seeing stones. Due July. \$30.00

Valar & Maiar 128 page second edition sourcebook on the two angelic races of Middle Earth. The Valar, mighty beings created by the One God, including the fallen Melkor, and the Maiar, the helpers of the Valar, including Gandalf, Saruman, Sauron, the balrogs, Ungoliant, etc. Has complete character stats for both MERP II & Lord of the Rings. \$30.00

Mines Tirith New revised sourcebook on the most important city of Gondor during the Third Age. Due Aug. \$35.00

Mutant Chronicles - Combat on Mars



MUTANT CHRONICLES

SCI-FI An extremely dark role playing game set in our not too distant future. Very similar to Warhammer 40,000 in presentation. See the figures in the Miniatures Section. By Heertbreaker Hobbies.

MUTANT CHRONICLES RPG A 208 page book containing heaps of superb illustrations, including many color plates - all of equal quality to Games Workshop. Mankind frees itself from the hell they had created on Earth, but the week and poor fell victim to the Corporations, who now rule the solar system. Driven by greed, the Corporations explored the tenth planet in our solar system, Nero, and awoke there the sleeping beast - the Dark Legion. The Dark Legion has unleashed a never ending torrent of its servants and undead, and the Doomtroopers were formed to fight them from the ranks of the Corporate armies. The rules includes heaps of background, story info, equipment, and game play information. **\$45.00**

The Brotherhood An 80 page supplement with color plates & heaps of illustrations. The Cardinal came forth to help stand against the Dark Legion, & the Brotherhood stands with him. They protect humanity from corruption within as well as evil from outside. This book details Inquisitors, Mystics, Mortiflorals, the Cardinal, the Archangels, the Sacred Warriors, the Fury Elite Guard, etc. Also twenty new spells, seventeen new backgrounds, new skills, etc. **\$27.00**
Imperial The first three Megacorporations were Capitol, Bauhaus, and Capitol. But a forth was formed - Imperial. They were responsible for unwittingly unleashing the Dark Legion on Nero, and since then have fought the evil and the other Megacorporations at the same time. Details the Young Guards, Security Command, the Blood Berets, the Wolfbanes, etc. Has an adventure, details space travel, an asteroid belt, weapons, skills, etc. **\$27.00**

PALLADIUM

FANTASY Obviously based on the AD&D system, but with less game mechanics - ideal for those who like pulp fantasy but lack the motivation to read a plethora of rulebooks! By Palladium.

THE PALLADIUM RPG 274 page rulebook containing 20 character classes, lists of equipment and character skills, various psionics, 200 different spells, a campaign world setting, and a bestiary. **\$45.00**

Book I: Old Ones Describes the kingdom of Timiro from the campaign world. Includes details on eight cities, 25 towns, 22 forts and various adventures. 210 pages with two new character classes. **\$35.00**

Book II: Adventure on the High Seas 206 pages featuring new skills, 8 character classes, character sheets, magic items, curses, Faerie foods, herbs, ships, islands, and adventures. **\$35.00**

Monsters & Animals Details 80 monsters and 192 animals, with world guide, 166 pages. **\$35.00**

Further Adventures in the Northern Wilderness 4 adventures. 48 pages. **\$16.00**

The Island on the Edge of the World An adventure-sourcebook that takes place beyond the mountains of the Old Kingdom. Introduces crystal magic rules & spells, plus a vile mega-villain! **\$30.00**

The Compendium of Weapons, Armor & Castles A superb book which is a needed reference for anyone interested in the ancient or medieval worlds - whether a role player or not. (I've got a copy!) 224 pages listing actual weights, lengths, names and game stats of hundreds of weapons, types of armor, castles from all over Europe and the rest of the world, siege weapons, early gunpowder weapons, etc. Heaps of illustrations. **\$40.00**

The Compendium of Contemporary Weapons 176 pages of modern weapons, giving their ranges, weight, ammo, size, and game stats. Includes body armor, riot control devices, revolvers & pistols, rifles, shotguns, ammunition damage, and selected heavy weapons. **\$40.00**

PARANOIA

Note Low Prices

SCI-FI A Dardly humorous RPG about a crazed computer government, clones, bloody-minded bureaucracy, secret societies, mutants, psychotic robots and much more! By West End Games.

Paranoia RPG A 134 page softcover book that features everything that you've ever needed to know about killing characters... and maybe giving the players a fun and light-hearted adventure. **\$30.00**

Bot Abuser's Manual Details those annoying mechanical monstrosities that haunt the back terminals and corridors of Alpha Complex. Includes 'Bots as player characters. Due? **\$35.00**

Death, Lies and Videotape With the Computer tritzed, all of the Secret Societies become entangled in a war for supremacy, while the Characters get the blame for killing their buxom saviour. **\$16.50**

Don't Take Your Laser to Town From a time when clones were clones, and 'bots were 'bots, and player characters were cowering under buildings. A ripping wild west adventure, I think. **\$13.00**

Paramilitary Sourcebook The staff sold all the copies of this book before I could nab one to write it up. So next time! **\$25.00**

Paranoia Sourcebook 144 page campaign book that includes information on the computer, clones, security clearances, treason, secret societies, R&D research, AlphaNet, and the outdoors! **\$30.00**

Recycled Pack The best game supplement never published! Contains 56 25mm plastic Trouble-shooters, all color coded of course, red, orange, yellow, and green; cardstock cut-outs of Commie mutant traitors; & heaps of forms you'll never need. **\$17.00**

R&D Catalogue Includes an adventure, plus a detailed list of confusing gadgets and odd gizmos whose main purpose of being is to self-destruct and maim everyone whenever they are used. **\$25.00**

Vapours Don't Shoot Back Its competitive games time, & the high programmer has chosen you to represent him. But don't mention the games to the Computer, as it's illegal, & might get the High Programmer in trouble. Those who get him in trouble tend to end up as vat liquid- the High Programmer is not a nice person. **\$11.00**

Novels - \$8.50 each

Title Deleted For Security Reasons - Join James BOND as he [DELETED] and [CLASSIFIED] throughout Alpha Complex. [Sentence missing]. [DELETED] [DELETED] with several [DELETED]. Which is why this novel had to be called Title Deleted For Security Reasons.

Stormhoppers & Troubelknights - The computer leads a wild and completely unofficial invasion of the TORQ universe, and creates a realm whose only world law is that traitors must die - and of course, everyone is a traitor! They even meet the Emaciated Clone...

PENDRAGON

FANTASY An excellent and roleplaying game set before & during King Arthur's reign - players become Christian knights eager to prove their chivalry & courage, and sire a son! By Chaosium.

PENDRAGON 4th Ed. A dynamic game where each session equals a year of play time. The system is clean and dynamic, allowing the GM to concentrate on plot and characterisation. An important aspect of play are passions, which guide the players actions and desires. The new edition is expanded and includes material from Knights Adventurous. The most important addition is a brand new magic system, including player character magicians. 350 pages & map of England. **\$55.00**

Blood & Lust Provides campaign material for the Dukedom of Angliand, GM's tip, & 4 linked adventures: The Heart Blade, Castle of Tears, Stygian Stallions & Morgan le Fay's Challenge. 128 pages. **\$40.00**

Boy King This essential sourcebook chronicles the entire Arthurian cycle, from the siring of Arthur to the last battle at Camlann. The events are clearly laid out year by year. Includes background, maps, mini-adventures, a major scenario, and more. **\$40.00**

The Spectre King Covers the Age of Adventure, the high point of Arthur's reign where few empty seats remain at the Round Table, a fewer enemy kings challenge Arthur's right to rule. 6 adventures. **\$35.00**

Pagan Shores A 126 page sourcebook detailing the land of Ireland in the time of King Arthur, a land full of tattooed pagans, power wielding druids, etc. Covers Irish character generation, Irish customs, an atlas of Irish Kingdoms, Laws of Property, the family, etc. **\$38.00**

Perilous Forest Features 3 major adventures, over 12 short scenarios, and extensive background details for western Cumbric and the Perilous Forest. With 2 maps, including Hadrian's Wall. **\$40.00**

Savage Mountains 4 adventures, Dolorous Wym, The Best Wine in the World, The Cambrian War & The Paulg Cat, exploring the wild mountains of Wales, and pitting an alliance of Welsh lords against Arthur's knights. Includes extensive regional campaign details. 128 pages. **\$40.00**

PRIME DIRECTIVE

SCI-FI For all those Trekkie fans out there! You play an officer serving onboard a Federation starship (Star Trek TV series era), exploring new worlds, meeting new races, and being frustrated to Organia by the damn Prime Directive! By Task Force Games.

PRIME DIRECTIVE A 192 page RPG of Star Fleet Battles, which is based heavily upon the Star Trek TV series. You play the part of a member of a Federation Starship's Prime Team, ready to deal with any situation. Includes historical background & rules for creating Prime Teams, comprehensive background material for Klingons, Romulans, Tholians, Gorns, Lyranis, Kzinis, Hydrans, etc, each with history & weapons. Has two scenarios, & a Star Fleet Universe timeline. **\$40.00**

Graduation Exercise Screen & Mini-Module with a 32 pp adventure which simulates the final exam NewPrimes undertake as they prepare to graduate from Prince Central. They bump into Cygnans and Romulans. **\$16.00**

RIFTS

SCIENCE-FANTASY Earth has been transformed - super science rule the nations of the future, but awesome magics & supernatural creatures threaten a new dark age. By Palladium.

RIFTS A superbly illustrated 256 page book that features 26 PC classes, 8 PC Attributes, elfments, espionage, psionics, a world history, magic, artifacts, vehicles, robots, cybernetics, bionics, etc. **\$55.00**

RIFTS Sourcebook More campaign information on the Coalition Government, Skelebots, body armor, robots characters, villains, NPCs, weapons, equipment, monsters, and an adventure. 120 pages. **\$30.00**

RIFTS Sourcebook 2 - The Mechanoids A.R.C.H.I.E. Three plans on opening a giant dimensional rift to bring combat cyborgs to Earth. Includes new robots, weapons, mechanoids, etc. **\$30.00**

RIFTS Conversion Book # 2 Pantheons of the Megaverse - mythological ancient gods and impostors. 180 + pages dealing all of these gods, their magics and weapons, etc. **\$40.00**

RIFTS Dimension Book One: Wormwood Features the living planet Wormwood, with bizarre forms of magic, the monstrous Unholy, horrific monsters, aliens, World Gate, morphforms, entrancers, new racial character classes, Hospitals, etc. 164 pages. **\$32.00**

World Book 1: Vampire Kingdoms Includes information on Vampire characters, Techno-wizard devices, travelling freak shows, the Yucatan Peninsula, ley lines, nexus points, demons, etc. **\$30.00**

World Book 2: Atlantis Domain of the multi-dimensional slaves known

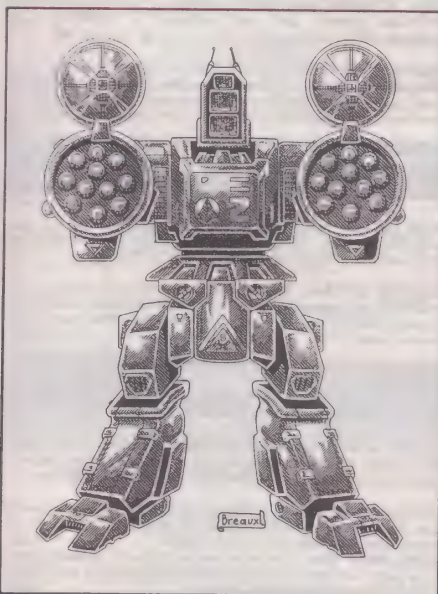
kindly as the Splogoth, who rule a magical realm of supernatural, and other-dimensional creatures. More details later. **\$37.50**
World Book 3: England A place of magic and magic creatures, a land of enchantment. 152 pages, including Formorians, Celtic gods, a 1,000 foot tree, New Camelot, 25 new unique spells, etc. **\$30.00**
World Book 4: Africa Includes the arrival of the Four Horsemen of the Apocalypse - intent on destroying the world. 152 pages, also including Phoenix Empire, Egyptian gods, new villains, etc. **\$30.00**
World Book 5: Triaix & The NGR 224 pages on the New German Republic, a refuge for humans in Europe, and the Triaix, the high-tech industrial giant, featuring tons of new borgs, robots, power armor, implants, weapons, tanks, aircraft, equipment, comic strips, etc. Also features the gargoyle empire and other villains, an epic adventure, etc. **\$40.00**

ROBOTECH

SCIFI Faithful recreation of the Robotech-Macross universe: from the destruction of SDF-1/2, to the launching of SDF-3. Mankind faces a war against an alien army. By Palladium.

ROBOTECH Includes character creation and classes, skill lists, combat mechanics, a complete Mecha & Destroid inventory, data on various weapon systems & suits, etc. 110 pages. **\$30.00**
RDF Manual Includes optional rules, new R.D.F. weapons & vehicles, an historic chronology of world events, more character sheets, plus a global military & resource atlas. 48 pages. **\$30.00**
REF Field Guide Includes an illustrated catalogue of the mecha, spaceships, combat vehicles, military bases, equipment, and uniforms of the REF, Inorganic, Invid, Robotech Masters and Zentraedi. **\$37.50**
Southern Cross Material from the TV animation series. Features character education & skills, plus extensive notes on armies, weapons & equipment. 112 pages. **\$30.00**
The Invid Invasion 112 page sourcebook on Invid & human equipment, with new combat rules. **\$30.00**
The Sentinels New PC REF classes, Sentinel aliens & combat rules, data for Destroids, Cyclone bikes, Veritech fighters & spacecraft. Plus Invid history, Mecha, Inorganic & Hives. 3 adventures. 160 pgs. **\$40.00**
The Zentraedi Giants donned solely for the purpose of war - the Zentraedi are an uncompromising creation bred to kill. 48 pages of history, mecha, space vessels and Player Character notes. **\$20.00**
Zentraedi Break-Out An all new 64 adventure sourcebook for the original Robotech, featuring the Zentraedi Argentine Quadrant in South America, including R.D.F. bases, outposts, cities & governments. New weapons, modified mecha, new squadrons, border patrols, & heaps of adventures. **\$20.00**

MACROSS II RPG The Zentraedi have returned to Earth with a deadly new ally, the savage Mardek. Featuring five new Valkyries, spaceships, vehicles, equipment, battlesuits, stats on major characters, detailed out-of-way drawings, etc. **\$24.00**
Macross II Sourcebook One Details Earth's military, the UN Space, new ground mecha, the Metal Siren transformable Valkyrie, VF-XX spaceships and weapons, & heaps of great art. 64 pages. **\$20.00**
Macross II Spaceships & Deck Plans Vol One 64 pages of floor plans for the Emperor's giant Mardek Flagship, Battleship, Shuttle, & giant base, the Macross Cannon & Escort Carrier, Zentraedi Destroyer, Command, & Scout Ship. A short adventure and ideas, and ship to ship combat rules. Heaps of stunning new artwork. **\$20.00**



ROLEMASTER

FANTASY A very detailed RPG that stands on its own for quality, but is compatible with the Middle Earth supplements. See **SHADOW WORLD** for campaign material. By Iron Crown Enterprises.

ROLEMASTER 2nd Ed. Boxed set containing Character Law & Campaign Law, Spell Law and Arms Law & Claw Law. The mechanics offer realism and depth, and are recommended for novice DMs! **\$45.00**
Alchemy Companion 206 page book detailing over 12 new professions, new skills, Static Action tables, Critical Strikes, item creation charts, over 70 new spell lists, and much more! **\$30.00**
Arms Law & Claw Law Contents include 30 individual Weapon Attack charts, 10 amazing Critical Strike tables, 12 Animal & Martial Arts Attack charts, and a variety of optional rules. **\$20.00**
Arms Companion New attack & critical charts, new options for combat maneuvers, new skills, called shots, mixing armor types, background info on fighters and thieves, etc. 144 pages. **\$27.00**
At Rapiers Point At a guess, I'd say that this is going to be a sourcebook to allow gaming in the Renaissance. Details later. **\$30.00**
Character Law & Campaign Law A complete character development system that includes campaign and gamemaster guidelines. Can be used with any Fantasy RPG! **\$20.00**

Creatures & Treasures Provides descriptions and game stats for over 500 animals, races & monsters. With tables for the generation of random treasures or encounters. **\$20.00**
Creatures & Treasures II A great compendium of new monsters and artifacts. 112 pages. **\$22.00**
Creatures & Treasures III More creatures to bash or befriend or flee from, and more treasures to nab from those you bash. **\$27.00**
Elemental Companion New spell lists, variant professions, and elemental creatures. Plus details on the elemental planes, and the history of elemental magic. **\$27.00**
Heroes & Rogues A 160 page compendium of 24 characters representing each of the Character Law professions, with detailed backgrounds and statistics, plus an illustration. **\$30.00**
Oriental Companion Contains 10 new oriental professions (Ninja, Samurai, etc.), culture, skills, spells, Ki powers, mythical creatures, magic items, exotic weapons, etc. 110 pages. **\$25.00**
Rolemaster Character Sheets Character records for all Rolemaster professional 144 pages. **\$22.00**
Rolemaster Combat Screen The GM's REF screen, making game play easier. **\$12.00**
Rolemaster Companion Includes 32 extra spell lists (many high level), 8 more professions and a variety of new races, creatures, secondary spells and optional rules. **\$20.00**
Rolemaster Companion II Features 65 new spell lists and over 100 optional skills. There are also Master Tables with descriptions for every Rolemaster skill and profession thus written! **\$20.00**
Rolemaster Companion III Does it never end? Here's some more optional rules, with 21 new professions, 40 spell lists, 7 more critical tables and 4 spell attack tables. **\$20.00**
Rolemaster Companion IV Offers a checklist of all the spells, skills, optional rules & professions introduced in the basic rules and all of these bloody companions! And assorted new stuff. **\$22.00**
Rolemaster Companion V Will it ever end? Rules for time travel, Earthnodes, skill specialization & spell research, plus 3 professions, 26 spell lists, creatures, treasure, skills, extra attack & crit tables, structural hit points, another options checklist addendum! 128 pages. **\$25.00**
Rolemaster Companion VI Aargh! They can't help themselves! Highlights include an emphasis on stat bonuses rather than stats, flexible skill development, rewards for roleplaying, a detailed yet playable tactical combat, upper level spells for existing spell list, and much more! **\$25.00**
Rolemaster Companion VII Oh no! Here we go again. Optional combat rules, new martial arts material, late points, spell lists for vampires and dragons, & new professions. 128 pages. **\$27.00**
See LAW A complete detailed tactical ship combat system from 2000 BC to 1800 AD, with guidelines for strategic naval activity and ship construction, heaps of material for running naval campaigns, stats for over a hundred historical and fantasy ships, for monsters, four large hex sheets, counters of ships etc, and lots of tables. 160 pages. **\$35.00**
Spell Law Includes over 2000 spell descriptions based on 3 realms of power & 15 character professions, plus individual Spell Attack & Critical Strike tables, a power point system & detailed alchemy rules. **\$20.00**
Spell Users Companion Features new magical skills & herbs, rules for rituals & resistance rules, a spell-pick & extraordinary-failure system, realms clarifications, heaps of new spell lists (including Esoteric Spells), apprenticeships, clerical ambiguous spells, and much more! **\$27.00**
War Law A mass combat system featuring rules for morale, maneuver, ferocity, leaders, fortifications, unit generation, etc. Contains a 160 page rulebook, counters, templates and unit forms. **\$60.00**

See Middle Earth & Shadow World for compatible stock.

RUNEQUEST

FANTASY A great RPG that boasts a superb campaign world, excellent mechanics, and detailed background source material. Very highly recommended! By Avalon Hill.

RUNEQUEST DELUXE BOXED Contains an introduction, Player's Book (88 pgs.), Magic Book (60 pgs.), Gamemaster's Book (48 pgs.), Creatures Book (48 pgs.), guide to Glorantha (32 pgs.) & dice. **\$80.00**
RUNEQUEST DELUXE BOOK The complete deluxe Runequest made available in a 280 page book. Includes the Players Book, with world details, character creation, combat & skills; a Magic Book, with the 4 types of magic; a GM Book, with scenario aids, ships & sailing, the money tree, civilization; the Creatures Book, which includes descriptions and stats; Glorantha Book, with Mythos & history, magic & religion, Cult of Ernalda, & a run down on the races of Glorantha. **\$50.00**
Doraster Join a Lunar expedition into the poisoned heartland of Chaos. Includes revised & updated cults, plus secrets & mysteries from the old Cult of Terrors. Designed by Sandy Petersen & Ken Rolston. **\$40.00**
Glorantha - Crucible of the Hero Wars A guide to a unique campaign world. Contains a Glorantha Book (40 pgs.), a Generals Book (100 pages), a Player's Book (36 pages) and a map. **\$45.00**
Glorantha Bestiary More than 60 beasts from both Genesite and Palnateia. **\$19.00**
Gods of Glorantha Details the huge campaign pantheon, rich in texture and full of character. Features 60 cults and religions, covering virtually every facet of Glorantha life, from farmers to merchants. **\$40.00**
Into the Troll Realms 3 adventures, include a Trollball game, a giant-insect term, flying Trollkin kidnappers, a chance to sample fearsome Troll beverages, & a Bronitosaurus-carcase bandit hideout! **\$17.00**
King of Sertar Historical fiction - six Glorantha scholars reveal their perspectives on the facts, history and secrets of Prince Angra's heroic struggles against the invading Lunar Empire. 300 pg., by Greg Stafford, published by Chaosium. Glorantha mysteries are revealed! **\$30.00**
Lords of Terror A Glorantha supplement featuring the unspeakable devotions of chaos worshippers, including eight cult descriptions and sinister antagonists for the Doraster campaign. Due August. **\$35.00**
River of Cradles A concise introduction to the history, geography, cultures, and perils of the lands of eastern Prax under the Lunar occupation. Uses elements from the old classics - Pavis, Borderlands, Bug Rubble, and Cults of Prax, with a new 7-part adventure. **\$40.00**
Shadows on the Borderlands Labyrinthine caverns honeycomb the cliffs along the Valley of Cradles, and in such darkness the seed of corruption breeds. With three adventures. **\$17.00**
Strangers In Prax Explores the role of outsiders in Praxian campaigns - the dreaded Lunar Cods, agents of the Red Emperor, a Western sorcerer and his entourage, a shipwrecked captain with a curse, and more. Includes new cult descriptions by Sandy Petersen & Greg Stafford. **\$45.00**
Sun Country Describes the land of the Sun Dome in Prax, an enclave of staunchly independent farmers. Features 4 scenarios, with historical notes, their culture, major personalities, expansions on the Yelmalo cult, encounters, and much more. By an Australian author. 128 pages. Good quality production too! **\$40.00**

SHADOWRUN

SCIENCE-SORCERY Fantasy races, with appropriate skills & abilities, combine with a hardcore hi-tech world of surreal punk imagery and violent corporate entities. By FASA.

SHADOWRUN 2nd Edition 206 page book that contains a history to 2050AD, character development, skills, magic, firearms, the computer matrix, cyber mechanics, a bestiary, a Seattle guide, equipment lists, NPC contacts. Features new artwork, revised mechanics, and tons of color plates. **\$30.00**
A Killing Game The players are caught up in Urban Brawl, pro sports, but a darkened past is brought up which could ruin all. **\$15.00**
Bottled Demon Sinner organisations seek a mysterious artifact covered with runes. **\$15.00**
Celtic Doublecross Elves & politics give even hardened street samurai the shakes - but put together Irish elves and American politics and you've got nothing but trouble. **\$15.00**
Corporate Shadowwiles Sourcebook that includes extensive explanations of megacorporations and their economics, including histories, assets, personnel, private armies, etc. Detailed profiles of the Big Eight megacorporations & new game rules for rating the. **\$35.00**
Darkest The last recordings of a cult-figure street musician is grabbed by a major record company - but how? **\$18.00**
Denver The Treaty City, divided politically, it is a hotbed of intrigue, deal making and desperation. Are your player characters savvy enough to survive - or will you be bagged and processed? This is a campaign package, with sections for both the players and DM, with lots of background. Due Aug. **\$50.00**
D.M.Z. - Downtown Militarized Zone A boardgame of urban conflict between mages, street samurai, mechs, bikers, Orks, etc. This system may be employed as a quick-playing substitute for the Shadowrun combat mechanics. With nine interior and street mapsheets, plus 203 counters. **\$70.00**
Double Exposure Project Hope is an organisation working to rebuild the Barrens by employing the homeless and the destitute. This could make a real difference to poverty & despair in Seattle. But is it all as it seems? **\$20.00**
Dreamchopper Missing experimental pleasure chips are linked to a series of brutal slayings... **\$15.00**
Fields of Fire The streets are a violent place, as dangerous as any battlefield. This is the mercenary sourcebook for ShadowRun, including how to act like a professional merc, pages of new weapons, support gear, and optional combat rules, clarifications, and expansions. 112 pages. **\$30.00**
Germany Sourcebook Details society, politics and economics of Berlin, Frankfurt, Rhine-Ruhr Megaplex, etc. Written by real Germans, & includes German equipment, gear, local corps, etc. **\$35.00**
Grimoire 2nd Ed. A 140 page handbook further detailing spell creation, adepts, insect totems, alchemy, enchanted items, magical groups and toxic shaman. Includes game improvements. **\$30.00**
GM's Screen 2nd Ed. Includes a collection of archetypes and street contacts. **\$25.00**
Harlequin A connected series of 8 adventures that feature exotic locales. These missions provide the players with a progressively enlarged view of a very complex tale of betrayal and revenge! **\$22.50**
Heavenly City The first of a series of adventures that take players beyond their world. Features a detailed city map of the city of Heaven. **\$20.00**
Ivy & Chrome Runners must search for an elf girl missing from an exclusive boarding school. **\$15.00**
Lone Star "You want to call the cops, chummer? We are the cops!" To serve & protect? Get real - go-gangers, chomping, muscleboys - the first lesson any cop learns is to tag them before they tag you. Lone Star, the world's biggest street gang. Contains the ins and outs of these corporate cops, with organisation, procedures, personnel, history, & assets. 136 pages. **\$35.00**
Native American Nations Vol. 1 Details history, culture, economies & lifestyles of the newly-emerged Salish-Shishie, Slout, Ute & Puebloan Cult Nations. Includes a wilderness adventure. **\$25.00**
Native American Nations Vol. 2 Lists the remaining new nations, covering history, culture, economies, and lifestyles. Includes another adventure set in the wild, awakening wilderness. **\$25.00**
Neo-Anarchist's Guide to Real Life Reminds me of something an ex-girlfriend kept telling me ("Get a real life!"), and as I left before my Mac at 2.00 in the morning typing this crap, I can understand why! This book details everything from mass transit, to security systems and coffin mokes. **\$30.00**
Paradise Lost A run in Hawaii, paradise of sun and surf, should be the answer to every shadowrunner's dream. But when runners need to track down a piece of valuable, stolen tech in the island kingdom, they find that cheerful Hawaii hides dark intrigues & darker dangers. Includes source material on Hawaii. **\$20.00**
Paranormal Animals of Europe You've seen the animals of USA, now find out what the Europeans are afraid of. **\$35.00**
Seattle Sourcebook A city where Megacorp control the money & politics, while gangs rule the streets, and more malevolent forces take out anyone who enters the underworld. 178 pages. **\$30.00**
Shadowbeat Sourcebook for the multi-media entertainment industry, includes new character Archetypes, nonplayer Contacts, player information-gathering techniques, and relevant rules. **\$30.00**
Shadowtech Details the latest and sharpest in personal-enhancement technology - from adrenaline-boosing bioware, to headware cyberdecks, and sensory enhancements. **\$30.00**
Sprawl Maps Full color 11 x 17" maps including a night club, back alley, monoral station, apartments, etc. **\$35.00**
Sprawl Sites Features an assortment of building floorplans and city encounters, plus a collection of individual NPCs who can be used as street contacts, etc. **\$25.00**
Street Samurai Catalogue Everything the urban professional predator-for-hire needs - firearms, armour, vehicles, cybergear, internal body-wiring, and other nasty accessories. Slightly revised edition. **\$25.00**
Tir Na nOg The former nation of Ireland, the land of Youth. It is now revealed - but who are its masters? And what does its emergence hold for the world of 2054? 168 pages, color plates & several maps. **\$35.00**
Tir Taimghe Reveals the Even Nation for the first time, in all its glory and danger. Details history, society, politics, and the mystery of the Tir. Has 152 pages and includes maps & heaps of illustrations. **\$35.00**
Total Eclipse Seattle's hottest new rock band have broken their contract to try and cut it solo, but their parent corporation label has paid some runners to bring them back ASAP. **\$16.00**
Virtual Realities 160 page guide to the matrix. Decking is given the treatment with expanded rules on cyberdeck construction, computer systems, etc. Includes new software, firmware & programs. **\$30.00**

SHADOWRUN NOVELS - \$10.00 each

The Secrets of Power Trilogy

- 1: Never Deal with a Dragon
 - 2: Find Your Own Truth
 - 3: Choose Your Enemies carefully
- Miscellaneous Titles - \$10.00 each**
- 1: 2XS
 - 2: Changing
 - 3: Never Trust an Elf
 - 4: Streets of Blood
 - 5: Night's Pawn
 - 6: Stryper Assassin
 - 7: ShadowPlay
 - 8: Lone Wolf

Rick Larson is working under cover for Lone Star in Seattle, reporting to them on changes in the balance of power in the gangs, so that they can react to it and prevent gang warfare from breaking out. But suddenly the balance shifts in a big way, & Larson finds himself on the wrong side...

9: Fade to Black

Runners must find a man stuck in slave-like conditions from the harrowing landscape of Newkirk, which is overcome with poverty, violence, brutality, & gang lords. But it becomes rather difficult to keep their honor.

10: Nosferatu

Sarin is a ruthless mage and part time shadowrunner, but he feels evil, eleven eyes watching him everywhere he goes. Eventually, he learns of his enemy's plans - which are to wipe out humanity. Who is his enemy? He has been plotting this downfall for three hundred years...

SHADOW WORLD

Note Low Prices

FANTASY Kulthea - a world designed for Rolemaster, but compatible with any other fantasy RPG. Each module details a specific area, and also provides adventures. By Iron Crown Enterprises.

Shadow World Master Atlas 2nd Ed. Software format. Describes a unique world swept by powerful flows of Essence that enhance or diminish a character's capacities. This is a land plagued by the Unifs, creatures so foreign that their origins are beyond knowledge. \$40.00
Geheimnis Describes the ancient Underearth realm beneath Emer, including its unique races, monsters, artifacts, poisons, and plant life. Features a wealth of adventure sites, 128 pages & color map. \$27.00
The Grand Campaign, One: A Gathering of Darkneers A 112 page book with over 30 adventure sites, full color map of Jaiman, the evil Iron Wind & its minions, & updated timeline. Due 777 \$30.00

SHATTERZONE

SCI-FI Mankind has spread to the stars, the consortium of worlds ruled by Fleet's iron fist. But on the edge of the galaxy lies the Shatterzone, a mysterious belt of raging cosmic energies that contains riches & peril beyond belief. By West End Games.

SHATTERZONE RPG A boxed set containing all the rules and info needed to play this latest game from West End Games. Man has spread to the stars, and his consortium of worlds is controlled by Fleet's iron fist. The mysterious Shatterzone of swirling cosmic energies at the edge of the galaxy contains both treasures & perils, but on the other side of the Shatterzone lies the greatest threat man has ever faced - the Armagons. Contains the Universe Guide, Players Guide, the Rule Book, and 2 decks of cards. See below for descriptions of the 3 books. \$50.00
The Players Guide A 96 page book covering character generation, attributes & skills, background info for character generation, player info, basic game rules, pelonic rules, & sample character profiles. \$25.00
The Rule Book 96 page book that details how to gamemaster Shatterzone, rules needed to play, character interaction & combat, how to use the deck of cards, designing & running adventures, state of various types of ships, military & scout, etc., & rules for space combat. \$25.00
The Universe Guide A 96 page book that details the Consortium, with the Core Worlds, Near Colonies, Inner Frontier, Fleet, the many races of alien beings, who are fleeing the Armagons, other alien races, the Shatterzone, pirates, the Megacorporations, several planets, and a detailed presentation of the Xenos Sector, weapons & equipment, & cybernetics. \$25.00
Armageddon 128 pages crammed full of weapons, armor, including power armor suits, vehicles, cyberware, alien tech, adventuring gear, character profiles, & a complete adventure. \$30.00
Brain Burn A 64 page adventure for Shatterzone. Details later. \$30.00
Cross Hairs A 64 page return to Teraditor, a world which was first presented in the novel Sole Survivor. \$30.00
Fringes Guide Take a trip to the Fringe and hang out with some of the most dangerous & criminally insane characters in all space. \$30.00
Grimey Sector A sourcebook detailing a complete sector in the Shatterzone universe. A maps shows traveling times between worlds, describes the worlds & people on those worlds, and contains heaps of adventure hooks. \$25.00
Tech Book: Ships Contains an expanded combat system for use with the basic Shatterzone rules. It also provides a complete section on spaceship & starship construction. Covers the pilot, gunner, computer, technicians, damage, equipment, charts, etc. \$30.00
Zenarche Focusing on the early explorers of the Consortium, exploring strange alien tombs, & looting & stealing. 62 pages. \$20.00

SHATTERZONE NOVELS - \$8.50 each

- 1. The River of God**
Five misfits are drawn together to as they follow Fleet orders to penetrate the Shatterzone. Note: the writing style is somewhat lacking & empty.
- 2. Sole Survivor**
Two megacorporations dash on the fringe of the Shatterzone. Fighting for profit first and survival second, they face unexpected danger from a third party. The writing style in this novel is well up to standard.
- 3. Beyond the Zone**
Shatterbase One - a megacorporate dream come true on the border of the Shatterzone. An uneasy alliance between NetWorld and Fleet makes this the launch point to penetrate the zone. But what what waits on the other side is deadly beyond imagining. The writing style is well up to standard.

SKYREALMS OF JORUNE

SCIENCE-FANTASY 150 years from today the Earth is destroyed, and many inhabitants go to the world of Jorune. Wars follow that lead to a technological breakdown. The game is set 3600 years later, while humans & many other races slowly rediscover what was lost. By Chessex.

SKYREALMS OF JORUNE 216 page softcover book containing heaps of excellent drawings & sketches. The world's tragic history of conflict is portrayed, and all of the various intelligent creatures and peoples are covered in detail. Also covers various animals, combat, technologies and items, mini-campaign, & guide to Jorune. \$45.00
Jorune Innocents of Gauss A simple introductory scenario of rescue and revenge. \$20.00
The Shoriel Pack Resource pack that includes the 90 page Shoriel's Companion, with glossary, character generation, occupation simplification, weapons listings, creature information, calendar, world timeline, etc.; a 32 page module set on a Jaepian crystal schooner; and a GM Screen. \$30.00

SLA INDUSTRIES

SCI-FI An extremely dark game that focuses on a distant future where science & technology are accompanied by awesome powers that come from the White. This game is carving out a large slice of the market for itself. By Nightfall Games.

SLA INDUSTRIES A 300 page book, rich in background and artwork. It focuses upon the mysterious SLA INDUSTRIES megacorp, which rules all the inhabited worlds in an iron grip. It began with the man Slayer appearing suddenly 900 years ago, accompanied by his immortal Kineck bodyguards, who were led by Intruder. Wars raged uncontrollably, with Slayer hiring out bioengineered warriors to all players - to then use them to exterminate nearly all

other life forms. The only races to survive were the humans; Frothers who live a wild life of chemical madness; Ebons, who flow in the power of the Ebb; Brain Weavers, anti-social users of the Ebb; Stormers, the bioengineered warriors; Shelters, a proud & honorable race of warriors; & the Wrath Raiders, use to physical hardships. Ebons who enter the white & return, come back as Necantropes. \$45.00
Karmas A156 page sourcebook for SLA INDUSTRIES, with 122 pages purely of background material, the rest being game material. Unveils the secrets of Karmas' products, technology to achieve Life After Death and manipulate, advance and configure the anatomy, to create two new Stormer types, the Xeno and Chagrin. Also details the heart of Stormer products, the planet Arctus, and the introduction of a controversial squad that binds the two rivals Dark Lament and Karna Media Darlings. Probably illustrated the whole way through. \$45.00
Mort Campaign Book Scenarios which lead into a full campaign with information on Soft Companies, new SLA NPC rivals, GM info, details of geography of various places of interest. Due June. \$30.00

SPACEMASTER

SCI-FI A detailed system for flexible environments - from near-future post-holocaust, to high-tech exploration, or superstitious decay. Base on Rolemaster. By Iron Crown Enterprises.

SPACEMASTER The 2nd edition book, over 200 pages, featuring 17 professions, 120 skills, & a rich array of character backgrounds. \$45.00
Aliens & Artifacts 128 pages with 14 alien races and over 80 variant-environment 'animals'. \$25.00
Space Master Companion II Includes new professions, including bounty hunter, combat engineer, smuggler, a new psychic system called PsiFire, new cybernetics, hundreds of new weapons and devices, rules for radiation, medical skills, engineering skills, etc. 112 pages. \$25.00

STAR WARS

SCI-FI The game mechanics are comprehensive, yet not intimidating; extensive background detail is sincere to the films, play is quick and exciting! Good for beginners. By West End Games.

STAR WARS 2nd Ed. Completely revised 176 page hardback book, features a conversion system for first edition characters, many new skills, special abilities for aliens, new rules covering movement, chasing and combat, 16 pages of colour, and excellent new artwork. \$45.00
Battle for the Golden Sun Sedi is an ocean world that hides in its depths a secret that may doom the Rebellion. Imperial marine troops have already begun a frantic search. \$16.50
Cracken's Rebel Field Guide Details the technology available to Rebel agents and soldiers - weapons, tools, computers, plus improvised equipment. Very well illustrated. \$22.50
Cracken's Rebel Operatives A collection of saboteurs, operatives, spies, contacts, and informants who work with or for the Rebel Alliance in its valiant struggle against the evil Galactic Empire. Provides detailed info on some of these more famous individuals. \$25.00
Dark Empire Sourcebook A 125 page hardback sourcebook based on the smash-hit comic series following on from the end of Return of the Jedi. Includes 16 full color plates, heaps of illustrations, new ships, new NPCs and PCs, new equipment & vehicles, planets, and history of the comic. The New Republic rules 3/4 of the galaxy, & a savage war against Grand Admiral Thrawn almost defeats them. But then the Imperial factions, ruling 1/4 of the galaxy, start to fight each other for supremacy, and Luke Skywalker succumbs to the dark side - only to find that the Emperor is back - and with a sinister plan to conquer all. \$45.00
Dark Force Rising A 144 page hardback sourcebook based on the novel written by Timothy Zahn, with game stats, characters, aliens, vehicles, droids, planets, & starships. \$30.00
Death in the Undercity The Quarren Mining facilities are a vital resource to the Rebellion, but this sprawling industrial installation has become the target for Imperial sabotage teams. \$16.50
Deathstar Technical Companion Details daily operations, personnel, defenses, auxiliary vessels, power plant, etc. With deck plans & maps for hangars, surface facilities, etc. 95 pages. Now back in print. \$25.00
Domain of Evil Rebels are stranded on a desolate swamp world, pursued by bounty hunters, they must find an insane Jedi Knight from the Dark Nexus, or join the compost rotting in the undergrowth. \$16.50
Galaxy Guide 2 - Yavin & Bespin Details moons, inhabitants, adventure ideas, etc. \$16.50
Galaxy Guide 3 - The Empire Strikes Back Details the alien, Imperial and Rebel personalities that appeared in the second Star Wars film. Includes detail on Hoth, Dagobah & Bespin. 80 pages. \$20.00
Galaxy Guide 4: Aliens The 2nd edition aliens book has been expanded and updated for the 2nd Edition Star Wars game. \$25.00
Galaxy Guide 5 - Return of the Jedi Jabba and his strange cohorts get the treatment. \$20.00
Galaxy Guide 6 - Tramp Freighters 2nd Ed Updated for the 2nd Edition RPG, this features the ships of smugglers & pirates, etc. \$24.00
Galaxy Guide 7 Mos Eisley A complete overview of this city, with detailed location descriptions, illustrations, maps, a history of Tatooine, and information on heaps of famous & infamous smugglers. \$25.00
Galaxy Guide 8 Scum Join the New Republic Scout Service, & travel the length of the galaxy exploring new worlds. Includes system generation, new races, spaces on new scout vessels, etc. \$26.00
Galaxy Guide 9 Fragments from the Film 94 page supplement being a compendium of trivia, news, rumors, and information from the Outer Rim territories. With new characters, new ships, aliens, and locations. Also swoop gangs, merc units, corporations, etc. \$25.00
Galaxy Guide 10 Bounty Hunters 128 pages packed with info on the various bounty hunters, where they go, & how to play one, including a scenario for leading Bounty Hunters. \$30.00
Game Chambers of Quetzal The Alliance High Command has given up the search for Time, an illustrious Alliance hero, but Rebel adventures may yet discover his fate. \$16.50
GameMasters Handbook More rules and ideas for GMs, giving tips and hints on making your games more challenging and fun. \$30.00
Graveyard of Alderaan Rumors persist that the shattered ruins of Alderaan conceal powerful Jedi artifacts and strange ghost ships, but the truth is far more terrifying. \$16.50
Hair to the Empire A 144 page softcover campaign sourcebook that details major characters, the Imperial City & New Republic, the Dark Jedi Jorus Ceeb, new alien races, strange planets, space spacecraft & equipment, and the state of the galaxy after the fall of the Empire. \$30.00
Han Solo & the Corporate Sector 144 pages containing everything you wanted to know about the Brian DePal series of Han Solo novels, as he romps around the galaxy trying to turn a profit. \$35.00
Imperial Sourcebook Details Imperial intelligence, capital ships, ordnance, vehicles, Sector Group organization, artillery, support weapons, special forces, recruitment & training. 144 page softcover. New Second Edition. July. \$35.00
Isle Coordinates Imperial agents discover the coordinates to an Alliance factory world. A party of rebels must eliminate a Combat-Survey Team before it confirms the site. \$16.50

Jedi's Honor Solitaire adventure involving Luke Skywalker's search for a new Rebel base site, and his subsequent rescue of a powerful Jedi Knight's son. 80 pages. \$20.00
Mission to Lamma A weary Rebel unit, after completing a mundane mission, discover a top-secret Imperial operation intent on producing an effective cloning device for their star ships. \$16.50
Otherspace II: Invasion The planet Stronghold has ceased interstellar transmissions, and vessels fail to return from its ports. A Rebel unit is dispatched to uncover this mystery. \$16.50
Planet of the Mist Stranded on a swamp world unmarked on any star chart, the rebels must save a strange alien race from extinction, by disabling a secret Imperial plant guarded by mercenaries. \$18.00
Planets of the Galaxy Vol. 3 Eerod Sector: a title known badwater far from the raging battles of the Galactic Civil War, but still threatened by the merciless forces of the empire. 96 pages with 6 new worlds, new aliens, info for running campaigns, etc. \$25.00
Rebel Alliance Sourcebook 2nd Ed A detailed description of the personnel vessels, equipment, strategy, intelligence, and history of the Rebel Alliance, now updated to 2nd Ed. Rules. 144 page hardcover recommended for campaigns. \$30.00
Scoundrel's Luck Solitaire adventure - Han Solo saves Princess Leia from some bad-as-sell. \$22.50
Star Wars GM's Screen 2nd Ed. Includes a 32 page booklet for random adventure generation. \$20.00
Star Wars Miniatures Rules They're back! With the rules updated to make them compatible with with 2nd Ed Star Wars. Features excellent morale and squad cohesion rules, heavy and assault weapons, all the different types of Stormtroopers & rebel soldiers, rules for using the Force, and the aliens from the movies, such as Wookies, etc. \$30.00
Star Wars Miniatures Companion Adds rules for vehicular combat to the combat system, & new rules and scenarios. \$25.00
Star Wars Movie Trilogy Sourcebook A 160 hard back sourcebook containing revised info from Galaxy Guides 1, 3, & 5. Covers Tatooine, Mos Eisley, Death Star, Yavin, Hoth, the Imperial Fleet, Bounty Hunters, Dagobah, Bespin, Jabba's palace, the Rebel Fleet, the New Death Star, heroes & villains. Heaps of B&W photos. \$45.00
Strike Force Shantipole Battle Imperial starfighters in the frozen void of space, chase deadly probes through asteroid storms, and slug it out with an escort frigate! Includes counters. \$16.50
Supernova 96 page supplement with 5 mini adventures. The inhabitants of the Demophon system find out that their sun is about to go supernova, and a band of rebels tries to save some Imperial prisoners who are doomed to stay on the planet. \$25.00
The Last Command 144 page hardback sourcebook on Timothy Zahn's third and concluding novel. Grand Admiral Thrawn takes the battle to Coruscant, the heart of the New Republic, whose bravest heroes race across Wayland in a desperate attempt to destroy the Emperor's cloning chambers at Mount Tantiss. Covers new creatures, equipment, droids, etc. \$36.00
Twin Stars of Kira 96 page book on traveling to the Twin Stars and encountering secret Imperial bases, lost ships with priceless cargoes, pirates, & seven mini-adventures, including NPCs. \$26.00
Wanted By Cracken You are a criminal hunter working for the New Republic, and there are 50 individuals wanted for various crimes, Imperial officers, bounty hunters, smugglers, assassins, etc. \$25.00

TALES OF THE FLOATING VAGABOND

SCI-FI A bizarre cross-genre cocktail of low-brow humour, TOON-like insanity, and utter mayhem! A quick-play, low complexity RPG for energetic, zany players. By Avision Hill.

TALES OF THE FLOATING VAGABOND Synopsis - the dregs of the multiverse converge on a disreputable stall-pub to consume vast quantities of strange beverages. Contains all the necessary rules & campaign background, plus an adventure. Features time travel, spells & dimensional travel! \$25.00

TEENAGE MUTANT NINJA TURTLES

SCI-FI OK kids - you've seen the TV series, read the comics, bought the toys, drank the TMNT cordial, eaten the TMNT frozen pizza, seen both films - now get the RPG! By Palladium.

TEENAGE MUTANT NINJA TURTLES 120 page softcover book containing all the necessary rules & background, plus mutations, organisations, bio-energy, psionics, animal powers, oriental weapons, modern firearms, and five adventures! Produced by Palladium. \$30.00

TORG

SCIENCE & SORCERY Earth is invaded by hostile entities, each with a legion of minions and their host realities. A hellish jigsaw of warped realms thus disfigure the world. By West End Games.

TORG Box set with a 144 page rulebook, a 48 page Adventure Book, an 80 page Workbook, and 150 action-drama cards to spice up combat. This is roleplay based on dramatic, exuberant participation. \$50.00
Central Valley Gate A Californian town has held at bay persistent attacks by the Living Land, Nippon Tech & Tharkold realms; now occult Wizards from Orrorah have added a Gate to their problems. \$18.00
Clerics Sourcebook 128 pages detailing clerics, mysterious and powerful, secretive. Explores the religions of all six realms, rituals & prayers, and a system of miracles for clerics, standard and custom designed. \$30.00
Creasures of Orrorah A morbid menagerie of foul creatures from the horror realm, includes the Bad Dream, Feral Furs, Headless Shrieker, Kiljoys, the Rotary Mower of Doom, Screaming Blue Murder, Possessed Mersupials, Sewer Tendrils, Skull Worms & the Teddy Bear of Doom! 128 pages. \$27.00
Crucible of Pain Storm Knights battle their way through mini-versions of the six major realms, trying to save a core-Earth girl from a sadistic scientist's experiments. \$22.50
Cybernetic Scream and Other Tales Six separate and complete adventures, each set in a different realm - the Cyberpacap, Orrorah, Nippon, Living Land, Aylee and the Nile Empire. \$20.00
Forever City An artifact must be stolen from its guardians and taken to a ruin in the Tibetan mountains. This adventure pits the players against cybernightmares, gods, and a hideous agent from the 5th realm. \$18.00
Gaunt Man Returns A super-adventure that involves the Ilmound Keep, a Nile archaeological dig, and other places of dread that all lead to a confrontation with a powerful Orrorah nightmare. Now returned, the Gaunt Man employs Storm Knights to stop a rebellious servant. \$25.00
Godnet Enter the Holy Inquisition's cyberpacap Matrix - the Cyberpacap's telecommunications network. An extra dimensional realm of neon data where cyberdeck programs are the keys to power. \$22.50
Infiniverse Update II Features new realm maps, new adventures, new characters, new developments in the Possibility Wars. 128pp. \$27.00
Infiniverse Update III New realm maps, two new mini adventures, new pocket dimensions, and all the latest news from the Possibility Wars. \$30.00
Kanawa Personal Weapons The Kanawa Corp's Arms Division makes

sure Storm Knights outgun their enemies, no matter what! A 33 page catalogue of man-portable destruction. \$22.50

Kanawa Land Vehicles Details on everything from cabs & hovercraft, to tanks & trucks. \$30.00

Los Angeles Citybook The City of Angels has become an unwilling host to Tharkold technodemons and Nippon Ninja. 128 pages, detailing locations, templates, adventure hook, & a rogue cover. \$27.00

Operation: Hard Sell The remains of Nippon Tech and Baruk Kaah's primitive Living Land struggle for ultimate control of America's West Coast. \$20.00

Queenweath The Queen of Aylee seeks assistance from some heroic Storm Knights to help her in a difficult quest against the Cyberpact and the evil Lord Uthorion. \$20.00

Storm Knights' Guide to the Possibility Wars Features an extended background generation system plus new spells, abilities, spells, miracles, equipment, eternity shards, etc. 96 pages. \$27.00

Temple of Res Statok in the Near Now realm edinos & undead stalk humans for sacrifices to appease the newly risen edinos god of death, who in turn must stay the High Lord Baruk Kaah. \$22.50

Tharkold Sourcebook The demonic Tharkoldu created in Los Angeles a techno-horror realm. With rules for technomagic, occulttech, nanovirus resurrection, ganglives, & new creatures. 144 pages. \$30.00

Tokyo Sourcebook Enter a world of shadows, where nothing is as it seems and death lurks around every corner. Welcome to the city of Tokyo, seat of power for 3327 and the realm of Nippon Tech, where ninja haunt the darkness and the fate of a reality is sealed beneath the harsh lights of the Ginza. New templates, locations, maps, adventures. \$30.00

When Adoms Collide The invader realms now turn on one another, and an Orrothian Nightmare seizes control of a portion of the Godnet to use it against the Cyberpact itself. \$30.00

TORG NOVELS - \$7.50 each

5. Dragons Over England 7. Mysterious Cairo

TRAVELLER: THE NEW ERA

SCI-FI Following the chaos of the rebellion, civilization is ready to re-awaken. Adventurers take to the stars as they struggle to re-explore and re-unite the old Imperium. By GDW.

TRAVELLER: THE NEW ERA A 384 page softcover book, with a character generation system with over 40 careers and 100 skills. A fast simple combat system. Innovative starship combat rich with tactical detail. Complete with history, maps, the Virus, trade and commerce, politics, equipment, weapons, armor, vehicles, starships, and a complete system for generating endless worlds, including flora, fauna, etc. \$50.00

DELUXE TRAVELLER: THE NEW ERA Special boxed version of the game, containing Traveller: The New Era RPG, the book Fire, Fusion & Steel, a 16 page errata booklet, new pages 75 & 76, two player aid cards, 2 DM aid cards, a full map of the Diaspora Sector, 3 dice. \$70.00

Arrival Vengeance The domain of Deneb has been isolated from the Imperium for years, an Archduke dispatches an Advent High Lightning cruiser with a hand-picked crew to discover what's happening. \$18.50

Assignment: Vigilante Set in the desolate Diaspora sector after the collapse of the Imperium, the mercenary crew of a star fighter battles pirate raiders. Includes 2 adventures & ship plans. \$10.00

Astrologer's Guide to the Diaspora Sector Once the battleground where 4 separate starfights fought for supremacy, Diaspora is now a haven for mercenaries, free traders, and fugitives. \$12.00

Brilliant Lances, Traveller Starship Combat The much awaited starship combat rules for Traveller the New Era. It includes vector based

movement system, detailed hit location and damage resolution, all the weapons systems, extensive ship ratings, including both New Era and pre-collapse warships, complete starship design rules, usable with this complete game and the RPG. Has three space maps, technical booklet, control panel pad, rules, player aid cards, 2 sheets of color cels. \$80.00

Fire, Fusion, & Steel 160 page book that contains shipsters, aircraft, & vehicles, with almost infinite variations, such as fusion-power gray tanks to light airships, armored elcruisers to omnihips. You can choose different power plants, jump drives, there is heaps of cybernetic options, & rules & data that allows you to design small arms, cannons, gauss weapons, plasma or mecon guns, etc. \$32.00

Path of Tears 160 page campaign sourcebook, with a history of the Coalition, the Schall aquatic race, Coalition types of operations, tactical doctrine, organization, strength of military forces, 6 sectors of the Diaspora and Old Expenses sectors are mapped, 19 key worlds are detailed, etc. \$35.00

Player Forms A book full of player record sheets. \$15.00

Rebellion Sourcebook Explains the origins & consequences of the rebellion, the fate of the Imperial Fleet & details on the 13 factions that currently exist. Historical notes are included, plus maps. \$15.00

Reference Screen Standard GM screen to aid play, along with an 8 page adventure introducing a pocket empire, the Covenant of Sulfur - once you've met Virus, greashoppers & mice don't scare you anymore. \$18.00

Reformation Coalition Equipment Guide With a wide variety of new and unique spacecraft, weapons ranging from the pen pistol to tanks and planetary defense missiles, transportation from assault landers to gray tanks, and personnel equipment such as medical, anti-virus, etc. 160 pages. \$35.00

Smash & Grab The Coalition is engaged in a frantic race against time, trying to recover lost technological artifacts, located on barbaric worlds of the Wilds. If these artifacts are defended, the operation is called a Hot Recovery - or Smash & Grab. 128 pages which include an anthology of adventures, which can be linked into a grueling campaign. \$28.00

Survival Margin 104 page book giving the history from the 1116 assassination of Strephon to the 1130 release of the final weapon - the Virus. The history of the destructive, suicidal electronic AI Virus is then given in detail, & there is an overview of the Star Vikings. \$22.50

TWILIGHT 2000

SCI-FI A Mid East war ignites a nightmare conflagration in Europe. Massive armies collide, and each is bludgeoned to a standstill, amid this madness the final option begins. By GDW.

TWILIGHT 2000 Version 2.2 Boxed Set The rules have been updated to those in Traveller the New Era. Europe's nemesis exhales its poisonous breath over the continent. Society plummets to critical meltdown, and war is forsaken as the fight for personal survival takes precedence over exhausted politics. Contains the rulebook, 2 tactical maps & 10 mini-adventures. \$45.00

TWILIGHT 2000 Version 2.2 Rulebook The rules have been updated to match those in Traveller the New Era. Characters can be any nationality and have non-military backgrounds. The whole global environment has become more chaotic and fragmented. 280 pages. \$35.00

American Combat Vehicle Handbook 104 page sourcebook detailing over 60 weapon systems, from MBTs & APCs, to hovercraft & FAVs. Includes the US Army Order of Battle before & after WW3. \$18.00

Bangkok 104 page campaign sourcebook for Thailand. Describes its geography, culture, politics, armies, criminal organizations and more. Includes adventures. \$18.00

Eastern Europe Handbook Provides a chapter on each nation in the region, with history, geography, ethnic make-up. Each nation is described as it is in 2000, along with maps showing military forces. More than 30 vehicles are detailed, and there are two short adventures and color map. \$22.50

Gazetteer Merc 2000 supplement detailing world trouble spots, from international border disputes and coups, to urban terrorist activities. With backgrounds, scenarios, maps, etc. 64 pages. \$25.00

Heavy Weapons of the World Illustrated guide to towed and man-portable heavy support weapons - from mortars, tube artillery, rockets, air defense systems, special weapons, and more. \$22.50

Infantry Weapons of the World Covers 220 different weapons (from WW1 to WW3): pistols, rifles, SMGs, MGs & shotguns - each is fully rated for the game and illustrated. 104 pages. \$22.50

Merc: 2000 A complete, variant-history RPG where mercenaries are hired by the world's multi-powers to eliminate terrorists & sabotage industries. This can also be used as a supplement for Twilight 2000. 120 pages. With character generation, global politics, weapons, etc. \$30.00

NATO Vehicle Guide Extensive gaming information for over 60 weapons from France, Denmark, Austria, Netherlands, England, Germany, Turkey, etc. Includes military organization after the war. \$20.00

Nautical & Aviation Handbook Record sheets for small boats, aircraft (utility, liaison, transport, ground attack, fighters & bombers) & helicopters (gunships, transports & tank-busters). 154 pages. \$22.50

Operation Crouching Dragon An adventure set on an island in the South China Sea. \$13.50

Reference Screen Standard product - a DM's prop with lots of important-looking charts & tables. \$12.00

Soviet Combat Vehicle Handbook A 104 page guide to Russia's vast military arsenal, this includes everything from MBTs, APCs, giant hovercraft, SP artillery, missile launchers, etc. \$18.00

Special Operations Handbook Merc 2000 sourcebook on global covert-operations organizations and Special Forces with links to mercenary operations, including the CIA, FBI, the English SAS, and many others. Features new skills & combat rules, extra weapons, generic NPCs, and twelve scenarios. \$22.50

Twilight Nightmares 10 exotic scenarios for Twilight 2000 & Merc 2000. Includes a battle with a crashed UFO's zombie occupants, a terrifying encounter with a squad of experimental combat droids, a quick dinner engagement with biotechnologically resurrected dinosaurs, and more! 104 pages. \$18.00

VAMPIRE

HORROR A storytelling role playing game. Players are vampires, tortured creatures who must cling to the last shreds of humanity lest they become a ravening fiend. By White Wolf.

Vampire 2nd Ed. Hardback Explains the concepts of this mature-age RPG, with a background for Vampires, how to define characters, interaction with the story, the drama, creating a setting and running a story, etc. "Its atmosphere is stark, exotic & brooding, but with an underlying sordid sensuality. Vampire is a neo-gothic vision of romance laid atop today's hyper-kinetic MTV world." That about explains it. The second edition version is easier to understand, the layout is attractive & the artwork exemplary. \$50.00

Allen Hunger A jumpstart kit designed to give beginning characters a quicker start. Includes an adventure based on the transformation from human to vampire, and a guide to gothic-punk Denver. \$22.00

Ashes to Ashes Ordered by Modus, the Prince of Gary, to present themselves to Lodin, Prince of Chicago, a group of neonates find themselves shoved heading into a masterpiece of Kindred intrigue. Includes an advanced Storytelling concept - the Villain's Flashback, to accentuate theme & mood. \$22.00

Awakening: Diablerie Mexico Lying deep in torpor beneath the mayan tombs is a most-ancient Methuselah. Sleeping away the ages until his time to

arise, unless the Kindred get his essence first. \$22.00

Awakening: Diablerie England Introduces Blood Justice, the way vampires treat those who feast on their own kindred. You are also taken to England, to learn the true horrors of diablerie. \$20.00

Berlin By Night Sourcebook on you guessed it - Berlin. The Soviet Brujah who rules the city are gone, & now East & West experience rivalries. \$30.00

Blood Bond Characters learn of the strength of the blood bond, an obsession none can resist whilst dealing with the Prince of Chicago, strange new Kindred and the dread Sabbat. \$18.00

Book of Nod Pocket sized book that contains the records of the birth of the undead, so has invaluable insight into vampire origins, etc. \$18.00

Book of the Damned An intro to the Vampire world. It presents new material and important information from the rulebook. \$12.00

Chicago by Night 2nd Ed Campaign accessory exploring this divided city that teeters on the edge of chaos. With Kindred NPC descriptions, maps, character interaction charts, over 100 encounters. \$35.00

Children of the Inquisition From the flames of the Inquisition sprang two warring factions of the Undead - the Camarilla and the infamous Sabbat. This supplement introduces both to the game. \$35.00

Clan Book: Brujah Brujah history, traditions, myths and secrets of Clan Brujah, 10 templates of characters, & mysterious powers. \$20.00

Clan Book: Gangrel How they Gangrel run with the werewolves and the powers they gain, 10 sample characters, history, etc. \$20.00

Clan Book: Malkavian An extremely warped Clan, whose members are all insane (as is this book). The information contradicts itself - no it doesn't. Pages are stuck in upside down, some text is unreadable, etc. This book reveals histories, madness, 10 sample characters. \$20.00

Clan Book: Nosferatu The most vile of the vampires, they have formed an underworld of darkness in the sewers beneath the city. \$20.00

Clan Book: Toreador A Spanish clan that does little more than fight amongst itself all the time. Ten character templates. \$20.00

Clan Book: Tremere 64 pages for this majestic and mysterious clan. With the clan's dark history, 10 sample characters, etc. \$20.00

Dark Colony New England, legendary home of witches and the like, is invaded by a third power, to add to the Camarilla-Sabbat war. \$30.00

Milwaukee By Night Details this city where the Anubis' strength is waning, while salvaging packs of Lupines (Werewolves) await their chance to destroy their ancient enemies, the Vampires. 128 pages. \$25.00

New Orleans By Night Sourcebook including the history and intrigues of the city, the Mighty Kindred who make their way there, & a story. \$35.00

Player's Guide 2nd Ed Features new clans, archetypes, skills, abilities, & equipment, plus character flaws, Merits, & weaknesses. Details the powerful Elders, with Disciplines far surpassing those of the younger Kindred. Leading designers also offer new techniques for better roleplaying in Vampire. \$45.00

Player's Guide to the Sabbat History, secrets, myths, rules for creating Sabbat characters, new clans, bloodlines, rituals, etc. \$30.00

Storyteller's Handbook 2nd Ed Includes chapters on perfecting the Storytelling art, how to handle settings, Chronicles set in the past & future, new Bloodlines, foes & additional rules for magic, light, etc. \$35.00

Storytellers Handbook to the Sabbat Guide to running stories involving this sect, five stories involving sabbat characters, two new bloodlines, a look at the infernal powers corrupting the sect, etc. \$30.00

Storyteller's Screen Includes a 16 page story-adventure. \$20.00

The Masquerade A spin off from Vampire, there is no table or dice involved in this complete five-role-playing game. It is a boxed set that contains Character and Story Books, the Book of the Damned, cards, and other accessories. \$75.00

The Succubus Club Details the most notorious, extravagant nightclub in the Chicago Rack, where mortal vessels are easily obtained. Includes 6 complete one-chapter stories. \$35.00

Tim Bradstreet Portfolio A folio full of art prints. \$30.00

WARHAMMER

FANTASY A gothic world based on mediaeval Europe, but with a dark fantasy background. Chaos stalks society, corrupting whoever has the misfortune to face it. By Games Workshop.

Warhammer Fantasy Roleplay 368 pg softcover with 4 PC races, 63 careers, 133 skills, 7 types of magic, 156 spells, 21 defenses, 106 creatures, history & details of the campaign world, coinage & costs, travel, Fate Points, traps, disease, poison, insanity, alignment, critical hits, hand-to-hand combat, etc. \$55.00

City of Chaos Sourcebook with adventure. \$45.00

WEREWOLF

HORROR Second in White Wolf's gothic-punk series. Here the players are werewolves, lupine outcasts who fight to defend their wilderness territory from the forces of the wyrm. By White Wolf.

WEREWOLF 2nd Edition Completely revised for the best clarity, with improved combat rules, fully usable with previous Storyteller games, and including expanded rules for spirit combat. Provides a deeper look into the Umbris and its many levels, including glimpses of Wraiths. There are also more details on Garou culture, including new rituals and the pictographic saga of the Garou, from their ancient beginnings to modern times. This is a hardback book. \$50.00

Black Furies Tribebook The history and culture of the Black Furies, five ready to play character templates & a small comic strip. \$20.00

Book of the Wym Detailed information on the Black Spiral Dancers, the hideous lost tribe of the Garou, subsidiaries of Pentex and their machinations, traits & rules for Banes, Imori, Incarna, etc. \$30.00

Drums Around the Fire More details later. \$16.00

Monkey Wrench: Pentex A guide on how to attempt to ruin Pentex's plans, destroying construction sites, hacking into its computers, and everything else needed to put this part of the Wym's corporate arm out of business. \$36.00

Rage Across New York The Wym has extended its corruption across the world, but especially in New York. The Garou will contain their rage no longer, and the battle is on. \$25.00

Rage Across Russia An ancient, evil vampire has arisen since the fall of the Iron Curtain, & the Garou are hard put to stop him. \$30.00

Rage Across the Amazon The servants of the Wym are trying to destroy the Amazon Rain Forest, but the Garou are trying to stop them. Includes heroes and villains from the war, werewolves, Mokole werewolves, etc. \$30.00

Rite of Passage Adventure from the depths of the Northwest Territories in Canada to the wilds of Central Park in Manhattan. \$20.00

The Werewolf Players Guide A 232 page book that includes new character generation options, including merits, flaws, personality archetypes and new gifts. It has expanded rules for Rage and combat, including Klavie dueling and the Garou martial art of Kallindio, etc. \$35.00

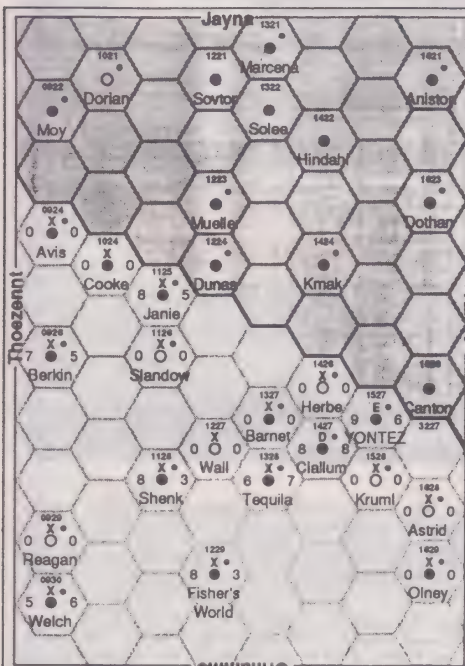
Under a Blood Red Moon Werewolves decide to take on the Vampires in Chicago. \$27.00

Umbris: Velvet Shadow The places, spirits, and cosmology of the Garou spirit world. \$30.00

Valkenburg Foundation Five complete stories where players aid the Foundation searching for and restoring lost, insane cubs. \$25.00

Ways of the Wild More details later. \$22.00

Werewolf GM Screen 2nd Edition The GM foldout screen & pad of tables, with adventures to help storytellers get started. \$20.00



MAP LEGEND

- Starport Type
Bases
Population
World
Characteristics
World Name
AO Boundary
- ★ Naval Base
▲ Scout Base
- World Characteristics
○ No Water Present
● Water Present
*** Asteroid Belt
- Population
Secundus under one billion
PRIMUS over one billion

WARGAMES

COLOR CODE

■ New Item Now Available and in Stock

■ New Item Not Yet Released

COMPLEXITY KEY

Basic Games

(Introductory level)

Intermediate Games

(Still good for beginners)

Advanced Games

(For veteran gamers only)

Master Games

(Too many rules & no spare time!)

COMPANY CODES

| | | | |
|-----|-----------------------------|-----|--------------------------|
| ADG | Australian Design Group | AH | Avalon Hill |
| COA | Clash of Arms | COM | Command Mag (XTR Corp.) |
| FAS | FASA Corp. | GAM | Games Workshop |
| GDW | Game Designers Workshop | GMT | It's Not Get More Tanks! |
| GRD | Games Research & Design | IRO | Iron Crown Enterprises |
| JED | Jedko Games | LEA | Leading Edge Games |
| MB | Milton Bradley Games | OME | Omega Games |
| SDI | Simulation Design Inc. | STE | Steve Jackson Games |
| S&T | Strategy & Tactics Magazine | SUP | Supremacy Games |
| TAS | Task Force Games | TGI | The Gamers Inc. |
| VC | Victory Games | SW | World Wide Wargames |
| WES | West End Games | WIZ | Wizards of the Coast |

BEGINNER'S GAMES

JED BASIC TRAINING

An ideal starting point for players new to the hobby. This 8 page primer will teach you the basics of wargaming - sequence of play, movement, combat, stacking, and the combat differential. All the rules are carefully illustrated with examples, as well as a complete sample game replay to showcase strategy options. Features a small wargame set in the jungles of New Guinea where Japanese forces are marching towards Gona. **\$1.00**

JED BEGINNER'S GUIDE TO STRATEGY GAMING

A more comprehensive 55 page introductory book with various chapters dealing with rules terminology & counter symbology, notes on solitaire play and computers, multi-player grand strategy games, naval games, the principles of war for wargamers, a review of recommended games, plus a mini wargame of the Battle for Moscow in 1941, with 39 counters and 3 pages of rules (which include zones of control and weather effects). **\$3.00**

JED FIELD MARSHAL

A good wargame for novice players. A well balanced hypothetical conflict where each player's battlefield control is hindered or helped by 32 Situation Cards (representing a higher command). The full spectrum of a WWII air-land battle is featured; with marine, airborne, armour, infantry, artillery and aircraft assets included in the 196 counters. Contains three 8"x22" mapboards. The game includes simple and advanced rules, perfect for experience progression. **\$20.00**

ACCESSORIES

JED POLY DICE

High-impact dice: D4, D6, D8, D10, D12 & D20 sided configurations. Various colours (black, red, blue, yellow, green, purple & orange). Bland, but serviceable. **\$0.65 each**

JED GEM DICE

More attractive & expensive than the Poly Dice: D4, D6, D8, D10, D12, D20 - in several colors. You may state a preference, but we will supply at random if color not available. **\$1.00 each**

JED SPARKLE DICE

Clear gem dice with some coloured sprinkles inside, grizzled wargamer types might think they're a little gay, but the kids love 'em. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. **\$1.25 each**

JED PEARL DICE

Yuppie poly dice with a bit of polish - they've got a pearl-like, marbled look. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. **\$1.25 each**

KOP GLOW IN THE DARK 6 DICE SET

For those who love night missions and want to add a little atmosphere by playing in the real dark - these dice are for you. A glow in the dark D4, D6, D8, D10, D12, & D20. **\$12.95**

KOP 100 SIDED DICE

The perfect percentile dice, this dice actually has one hundred faces - though you'll have to wait half an hour for it to stop rolling. **\$13.95**

CHX ELEMENTAL DICE

These are stunning speckled dice that represent each of the four elements. The four types are Air Elementals, Sea Elementals, Fire Elementals, Earth Elementals. Each set contains 7 dice, a D4, D6, D8, D10, D12, D20 and DTens10s (10 sides showing 10, 20, 30 etc.) **Each set of 7 - \$12.95**

CHX SPECKLED DICE

These are stunning speckled dice like the Elemental Dice. The colors available are: Jungle Camouflage, Strawberry, Blueberry, Lemon, Mint, Tangerine, Cinnamon, Icing, Chocolate, Candy Corn, Valentines, Space, Granite, Sand, Volcanic, Sea, Forest. All contain 7 dice, a D4, D6, D8, D10, D12, D20, DTens10s. **\$12.95**

AH AVALON HILL COUNTER TRAY

A clear plastic counter tray with lid and dice-wells for forgetful gamers! **\$4.50**

WES WEST END COUNTER TRAY

Same as above, more sturdy in design with more counter space but no dice wells. **\$5.00**

ARM HEX PAD

Pad of 50 pages, each with half inch hexes on one side & quarter inch hexes on the other. **\$5.00**

JED COUNTER SHEETS

896 half-inch card counters in the following colours: pale green, light blue, pink & gray. **\$10.00**

WEL MAGTAGS - Adhesive Magnets (100 x 4cm x 2cm)

Having trouble trying to carry your miniatures around without them bouncing around? Well, here's the best answer possible. Each sheet of MagTags has 100 sticky, flat magnets, which you can peel off and stick underneath your miniatures, whether an element of figures used in DMB and the like, or a single fantasy or sci-fi figure. If the 4cm x 2cm size is not what you need, it cuts easily with a Stanley knife or even a razor blade. Then buy yourself a metal tool box and just place the figures mounted on MagTags in the box, and they stick! (Note, large, heavy figures like metal mechs or monsters which have a small base diameter, would not suit this method.) A figure like a Citadel mounted figure may require one and a half magnets. **\$8.00**

ARM Magic: The Gathering Life Points - 25 Glass Stones

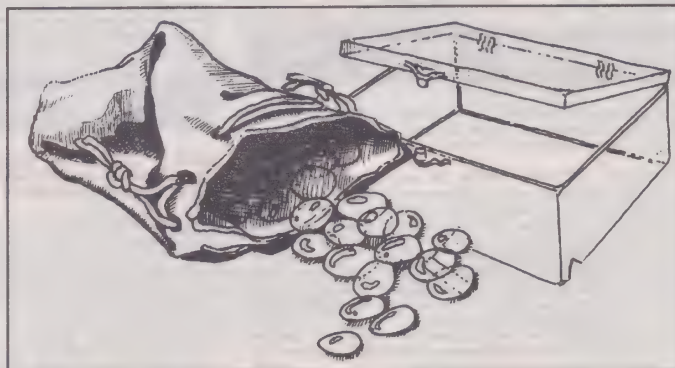
25 Transparent glass stones in a plastic tube. Colors available are ruby, emerald, sapphire, citrine, amethyst and aquamarine. **\$4.50**

ARM Magic: The Gathering Life Points - 20 Glass Stones & Pouch

20 Transparent glass stones a cloth pouch to keep them in. Colors available are ruby, emerald, sapphire, citrine, amethyst and aquamarine. **\$6.50**

ARM Magic: Life Points - 30 Glass Stones, Pouch & Card Holder

30 Transparent glass stones, a cloth pouch (the same color) to keep them in, and a Deluxe Hinged 100+ plastic card holder. Colors of stones available are ruby, emerald, sapphire, citrine, amethyst and aquamarine. **\$7.50**



CHX CHESSEX VINYL GAMEDMATS

The following Vinyl gamemats are printed with a variety of hex and square patterns. They are designed for use with water based overhead projection pens, which can be wiped straight off. All maps are flexible and can be rolled up.

| | |
|--|---------|
| CHX96047 Crystal Battlemat with 1" squares - 23.5" x 26" | \$22.50 |
| CHX96067 Crystal Battlemat with 1" hexes - 23.5" x 26" | \$22.50 |
| CHX96068 Crystal Battlemat with 1" numbered hexes & LOS dots - 23.5" x 26" | \$22.50 |
| CHX96144 Opaque Battlemat with 21mm squares - 23.5" x 26" | \$22.50 |
| CHX96147 Opaque Battlemat with 1" squares - 23.5" x 26" | \$22.50 |
| CHX96162 Opaque Battlemat, 16mm numbered hexes, LOS dots - 23.5" x 26" | \$22.50 |
| CHX96164 Opaque Battlemat with 21mm hexes - 23.5" x 26" | \$22.50 |
| CHX96167 Opaque Battlemat with 1" hexes - 23.5" x 26" | \$22.50 |
| CHX96168 Opaque Battlemat with 1" numbered hexes, LOS dots - 23.5" x 26" | \$22.50 |
| CHX96170 Opaque Battlemat with 33mm numbered hexes - 23.5" x 26" | \$22.50 |

| | |
|---|---------|
| CHX97869 Black Megamat with 30mm numbered hexes, 34.5" x 48" | \$55.00 |
| CHX97144 Opaque Megamat with 21mm squares - 34.5" x 48" | \$55.00 |
| CHX97147 Opaque Megamat with 1" squares - 34.5" x 48" | \$55.00 |
| CHX97148 Opaque Megamat with 1/4" squares with 1" marking lines - 34.5" x 48" | \$55.00 |
| CHX97162 Opaque Megamat, 16mm numbered hexes, LOS dots - 34.5" x 48" | \$55.00 |
| CHX97164 Opaque Megamat with 21mm hexes - 34.5" x 48" | \$55.00 |
| CHX97167 Opaque Megamat with 1" hexes - 34.5" x 48" | \$55.00 |
| CHX97170 Opaque Megamat with 33mm numbered hexes - 34.5" x 48" | \$55.00 |
| CHX97000 Crystal Megamat - blank 34.5" x 48" | \$22.50 |
| CHX97047 Crystal Megamat with 1" squares - 34.5" x 48" | \$45.00 |
| CHX97062 Crystal Megamat with 16mm numbered hexes, LOS dots - 34.5" x 48" | \$45.00 |
| CHX97067 Crystal Megamat with 1" hexes - 34.5" x 48" | \$45.00 |
| CHX97068 Crystal Megamat with 1" numbered hexes with LOS dots - 34.5" x 48" | \$45.00 |
| CHX97647 Blue Megamat with 1" hexes - 34.5" x 48" | \$55.00 |
| CHX97667 Blue Megamat with 1" squares - 34.5" x 48" | \$55.00 |
| CHX97668 Blue Megamat with 1" numbered hexes with LOS dots | \$55.00 |

ANCIENT ERA

3W ANCIENTS I

A low complexity tactical-level system, the mechanics of which are unknown at this point in time. However, I can tell you that it contains 32 scenarios (I), six 8.5"x11" maps, plus 200 counters including: Hittites, Egyptians, Assyrians, Spartans, Persians, Macedonians, Romans, Carthaginians, Ancient Britons, Goths, Saxons, Vikings, Normans, Crusaders, Muslims, Mongols, English, Scots and French. Features high solitaire suitability. Great counters. **\$50.00**

AH BRITANNIA

A 3 to 5 player (but best with 4) game that covers 1000 years of British history where tenacious English tribes had to compete for real estate against the Romans, Angles, Saxons, Jutes, Scots, Picts, Irish, Danes, Norsemen, and more! Players control several nations (not all of 'em are in play at once), each of which must score as many victory points as possible before history kicks 'em out of existence. At the end of 16 turns the player with the most points wins - this makes for a very entertaining fast 'n' furious contest between belligerents. With 256 counters and a 22"x24" mapboard. **\$55.00**

AH CIVILIZATION

2 to 9 players lead fledgling empires along the path of political, economic & cultural domination during the dawn of civilization (8000 to 250BC). This classic game requires no dice, yet it wallows in non-violent interaction. Although conflicts do occur, victory cannot be achieved by military means alone. Synopsis: players direct population growth and build cities which in turn attract commerce, this trade between empires fosters social & technological growth. **\$95.00**

ADVANCED CIVILIZATION

Box set containing a 48-page rulebook & gamer's guide, additional civilization (8 new) & commodity cards, 4 new calamities, a card credit-sheet, plus rules for evening time limits, eight-player games, pillage, enhanced card attributes, and simplified trading! **\$65.00**

TRADE CARDS

50 extra cards as included in the original game. **\$10.00**

WESTERN EXPANSION MAP

22"x11" mapsheet extension & African/Iberian AST. **\$16.00**



S&T165 CAESAR IN GALLIA

Covering Caesar's conquests in Gaul from 58 - 51 BC. He defeated several coalitions of Gallic tribesmen, repelled a German invasion, and went on to establish Gaul as a chief Roman province. The game can be played with two or three players, or by two teams of players. You play either Caesar or Vercingetorix, as you pit the Legions against hordes of barbarians. The map includes Alesia, Britain, part of northern Africa, and extends east to the border with Germany. Rules include recruiting, different Gallic tribes, leaders, basic and advanced rules, back printed counters to allow for fog of war, Gallic Tribal Council rules, etc. 220 counters & map. \$25.00

S&T162 CLONTARF 1014 and SAIPAN 1944

An S&T magazine containing two games. The first is Clontarf in 1014 AD, where an army of Irish defeated a Viking army at a spot just north of the Irish town of Dublin, a battle which marked the beginning of the end of Viking influence in Europe. 100 double sided counters represent axemen, leaders, slingers, and swordsmen. Units have melee attack, defense, & missile factors, and movement points. Saipan features a map of the whole island, and the US marines, army, and the Japanese who resisted them. Covers naval action as well as air and ground. \$20.00

COM CORTES

This is a two player simulation covering the three month siege of Tenochtitlan, the climatic battle for control of Mexico in 1521 AD. One player leads Hernando Cortes, commanding the Spanish forces & their Indian allies, while the other player commands the Aztec army of 160,000. The Spanish have a small number of gunboats, cannon, cavalry, and foot, whereas the entire Aztec army can take to the lakes in their small canoes. Additional rules include Aztec sacrifices to reduce Spanish morale, temple desecrations, Fog Of War, etc. \$15.00

3W CROSSBOWS AND CANNONS

A Renaissance quad game highlighting the gunpowder evolution of warfare. The battles are: Pavia 1525 (France vs. the Holy Roman Empire for control of a city), Garigliano 1503 (In Italy the Spanish army of Cord-ovo surprise the festive French), Ravenna 1512 (the Spanish-Papal army discover the ruthless efficiency of French artillery), and Bicocca 1522 (Swiss mercenaries, who were the world's best pike units, lose their hard-won accolades to Spanish firearms). Contains 400 counters & two double-sided 22"x17" maps, with easy period mechanics that include melee combat, unit facing, skirmishers, etc. \$45.00

3W CROSSBOWS AND CANNONS II

More battles in the early Renaissance era. Contains 400 counters, four maps, rules, & reference sheets. Can be played with two players or is very suited to solitaire play. The command system is specially designed to recreate the problems experienced in those days. There are four scenarios, each taking 2-4 hours, and include Pinkie, a clash between the Scottish & English in 1547; Fornovo, where the French fought the Italians in 1495; Cerignola, a vicious clash between French and Spaniards in 1503; Novara, where a Swiss army uses all its skills against the French. \$45.00

GMT GREAT BATTLES OF ALEXANDER 2nd Ed

This game has been redone to upgrade it to SPQR rules. The counters are the same as before. The game recreates the rather one-sided battles of Chaeronea 338BC, The Granicus 334BC, Issus 333BC & Arbela-Guagamela 331BC. Each can be combined to form a single campaign. Quite suitable for solitaire play. The components feature 600 counters and four 22"x34" maps (60 meters per hex). The mechanics include the gradual loss of a unit's cohesion, historic leader initiative, combat momentum, 'trumping' enemy leader's orders, chariots, elephants, skirmishers, and more. An Ancients gamer's delight! \$85.00

WWW HENRY V

4 battles from the 100 Years War. It includes Henry's greatest victory - Agincourt, where a small force of English - all with sick and weary, defeated a French force many times their size. 10,000 French died to around 500 English. The other three battles are Patay, Formigny, and Castillon - which saw

the rebirth of the French army, and capture of the English lands in France. These were the battles which laid the groundwork of the modern French State. Each battle is more than a clash of arms - it is also a clash of different military systems and weapons. With 4 17" x 22" maps (good quality), 400 colorful counters, record sheets for units taking hits, etc. \$50.00

GMT JULIUS CAESAR

Volume 4 in the Great Battles of History series. 960 stunning counters giving each type of fighting unit of pre-Imperial, or Marian Rome, 3 double sided maps. 30 legions using the Marian cohort system, with each cohort rated either veteran, recruit, or conscript. Every major battle of the Roman Civil War is covered, including Pompey, Marc Anthony, Julius Caesar, etc. There are special assault rules for fortified camps. Battles include Pharsalus in Thessaly, between Caesar and Pompey, with Caesar's cavalry outnumbered 7 to 1. Munda in Spain, Pompey with 13 legions against Caesar's crack 8 legions. Thapsus in Africa, with Scipio & a Numidian ally against Caesar, etc. \$90.00

AH KINGMAKER

Popular 2-6 player game of the chaotic War of the Roses: 1450-85. The throne of England, and the power it holds, is the ultimate goal, as nobles vie for the duplicity of seven scattered royals. Features sieges, feudal politics, peasant revolts, pirates, Parliamentary titles, plague, Scottish raids, and a distinct lack of mediaeval chivalry! This game is rife with bold military brinkmanship, uneasy alliances & devious conspiracies. Features a 23"x21" mapboard, 90 Event Cards, 80 Crown Cards (real estate & troop assets plus titles), and 125 force & noble markers. \$55.00

GMT LION OF THE NORTH: Gustavus II Adolphus 1631

At last! A game of the high renaissance using the superb system and unequalled graphics of the GMT SPQR system. Gustavus II Adolphus, the King of Sweden and Lion of the North, introduced Modern Warfare to the world, using rapid-firing artillery, fast-moving infantry, and hard-charging cavalry. Includes Smoothbore Fire Table, 480 counters, three maps, new extensive cavalry rules, artillery barrages, new shock rules to simulate the combined power of shot and pike. The two battles are Breitenfeld, in 1631, where the virtually undefeated Catholic army of the Hapsburg emperor and his allied Germans took on the army of Adolphus. And Lutzen, 1632, where an exhausted Swedish army was forced to attack a re-vamped Imperialist army. \$60.00

AH MAHARAJA

For three - five players, the game broadly depicts the wars in, and migrations to, India in the centuries from 1500 BC to 1850 AD, encompassing the span from the initial Aryan invasions at the dawn of history to the British conquest of the vast sub-continent. A sister game to Britannia. \$65.00

AH NEW WORLD

2 to 6 European Imperial powers of the 15th to 18th centuries explore, conquer & ultimately colonize the Americas. Players must build fleets to transport people to the New World, & to bring back its resources - unless storms or pirates intervene. Once ashore colonists can raise crops, mine for gold, or push on to new lands, in the process incurring the wrath of the original inhabitants, & facing the unavoidable dangers of climatic attrition. Soldiers must protect territory from subsequent native uprisings, & incursions (poilée word for war) by foreign powers intent on plunder. \$45.00

VIC PELOPONNESIAN WAR

Recreates 28 years of war between the Athenian Empire and the Spartan Coalition, beginning in 431BC. Suitable for solitaire (a successful solitaire player must eventually change allegiances to try and recover the losing side's fortunes) or group (up to 7 people) play. With 4 scenarios, 200 counters and a 22"x34" map. Mechanics include rebellion, tributes, historic personages, naval warfare, sieges, hostages, bellicosity levels, etc. \$75.00

AH REPUBLIC OF ROME

An enjoyable, deceptively engrossing card 'n' counter game for 3 to 5 history buffs (a touch of megalomania helps!), each representing a faction of influential Senators vying for the Consulship of Rome. Players ruthlessly compete for peer influence & plebeian popularity, using means both fair & foul to achieve prominence. These unscrupulous cliques must also cooperate somewhat to ensure that Rome doesn't succumb to military conquest, or to restless mobs; but with 250 years of Roman Republic history to play with, that's not going to be easy! Great fun, and educational too, however! pity the poor sod who has to read the rulebook first! \$95.00

COM SHOGUN TRIUMPHANT

For years I've been trying to find out what actually happened at the Battle of Sekigahara, where Lord Tokugawa unified Japan under his rule. The movie Shogun stopped just before the battle, and the five novels on Mushashi started just after the battle. I've looked in book after book, but found nothing of any substance - until I read this magazine/game. At last - someone reports the battle preparation, the belligerents present in each army, how they deployed for battle, and what actually happened in the battle. The game includes 160 counters plus a map, and faithfully recreates this epic battle, in which Tokugawa successfully out-thought his opponents. \$18.00

GMT SPQR - THE ROMAN ART OF WAR

Features Cannae: 8 Roman double-legions get thrashed by a motley army half their size led by Hannibal. Beneventum: Greek mercenary Pyrrhus leads a night attack on a Roman camp, includes elephants & scorpions. Zama: Scipio & two crack consular armies take on Hannibal's undefeated Carthaginians. Cynoscephalae: a classic legion vs. phalanx battle fought between Rome & Macedonia on a rocky ridge shrouded in fog! Bagradas Plains: the Carthaginians hire a Spartan general to try and kick Rome aside in the 1st Punic War. Uses the excellent mechanics from GREAT BATTLES OF ALEXANDER, with expanded rules for line commands, elite leaders, cavalry pursuit & war elephants. Includes 2 double-sided 34"x22" maps (70 yards per hex) & 800 beautiful counters. Has high solitaire suitability. \$85.00

WAR ELEPHANT

A module for SPQR that recreates the period of the Successors following sometime after Alexander's death, until their defeat by Rome. Time period is 217 - 190 BC. Contains approx 400 counters, which provide troops for Tralles, Carian, Thyssian, Crete, Cyprian, Syrian, Cappadoc, Elymaean, Ptolemaic Egyptians, Athenian pikes, Persians, Judeans, Roman allies, Seleucids, etc. The two battles are Raphia, in 217 BC between Antiochus' Seleucids invading Ptolemaic Egypt, and Magnesia, in 190 BC, a battle between Rome and the Seleucids. \$30.00

CONSUL FOR ROME

Two new battles for the era of the Roman Republic. Includes a large double sided map, errata, & a 12 page rule book, that describes the two battles. One is Trebbia, in 218 BC, which is the first major battle of the Second Punic War, between Hannibal & Consul Sempronius leading the Roman legions. The 2nd battle is Metaurus, 207 BC, where Rome sealed Carthage's doom. \$27.00

PYRRHIC VICTORY

Two more battles for SPQR. First is Heraclea, 280 BC, where Pyrrus of Epirus used elephants against Republican Rome (who had never seen them before). The other is Ausculum, in 279 BC, the result being "If we defeat the Romans in one such more battle, we shall be totally ruined." Includes two large maps and rule/scenario booklet. \$27.00

AFRICANUS

Covers two of the most important battles in the wars between Rome and Carthage, Beaulieu in 208 BC, where Scipio fought Hasdrubal Barca, using unorthodox tactics with his legions to overcome the Carthaginians. And Ilipa, where Scipio again used his legions to execute a stunning flank attack on the Carthaginian flanks. Includes a large map and 120 superb counters. \$30.00

3W THE CRUSADES

4 games of Western (Christian) Europe's campaign against Muslim domination in the Near East: Antioch 1098 (Duke Godfrey's cavalry, after surviving 21 days of siege, do a Desert Storm on the Emir of Mosul), Ascalon 1099 (the fate of Jerusalem lies at Ascalon where Godfrey's Crusaders clash with the Egyptian Emir's forces), Acre 1189 (King Guy's siege of Acre is interrupted by a relieving force of Turks led by Saladin), and Arsouf 1191 (with Jerusalem in his sights, Richard the Lion Hearted marches on Jaffa with Saladin in hot pursuit). 400 counters & two 17"x22" double-sided maps. Suitable for solitaire play. \$50.00

NAPOLÉONIC ERA

3W BATTLE OF THE ALMA

The first major battle of the Crimean War where the Russian commander boasted he could hold his position for at least three months. The first combined British and French frontal assault on the bluffs suffered horrendous losses due to leadership problems and stiffness of the Russian defenses. But the second Allied attack took the bluffs - the whole affair taking less than 12 hours. Includes 300 excellent full color counters, 2 34"x22" maps, play aid cards, etc. Highly suited to solitaire play, the chief focus

of the game being leadership.

\$50.00

AH BLACKBEARD

An extremely fast paced 1 to 4 player game of the high days of pirates. Medium complexity, with high solitaire capabilities. You command several historical pirates and King's Commissioners. Fast Action cards bring merchants over the horizon, or ports to be sacked or plundered. But all manners of ill fortune can get in the way, such as warships, storms, scurvy, mutiny, etc. Game includes two mounted mapboards, 16 page rulebook, 64 cards, 8 ship logs, 2 counter sheets.

\$95.00

PAC BLOOD & IRON

Between 1848 and 1871 Prussia, guided by Otto von Bismarck, became the dominant nation in Europe. This game shows the campaigns which one after another shaped the might of Imperial Austria and enabled Bismarck to unite Germany into a world power under Prussia's leadership. Has easy to learn game system and scenario-specific enhancements which simulate the changing technology that shaped combat. With 600 backprinted counters, 2 full color maps, rules, and six scenarios, the first introductory one can be played within minutes of opening the box. Others are 1859 Franco-Austrian War, 1864 German-Danish War, 1866 Seven Weeks War, etc.

\$70.00

AH EMPIRES IN ARMS

A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship & war as they guide a nation thru a maze of conflicting national interests and military ambitions that characterised this bloody era. Contains 1008 counters & two 25"x35" maps. The 48 page rulebook covers suing for peace, prisoner exchange, port blockades, supply chains, force marches, foraging, sieges, trade revenue, Spanish gold, civil disorder, levies, guerrillas, and so much more! A magnificent multi-player simulation of great scope & grandeur with 5 scenarios & 4 huge campaigns.

\$80.00

3W IRONSIDES

An extremely playable strategic game of the English Civil war, featuring a wide array of weaponry and a constantly fluctuating situation. Includes sieges, raising militia, naval warfare, the revolt in Ireland, events in Scotland, raising the New Model Army, and random events. Combat includes three stages: cavalry combat, cavalry flank attack, and main infantry combat. There are four scenarios and the campaign game. With highly solitaire suitable rules, 500 counters, 2 34"x22" maps.

\$60.00

COA KOLIN

The most vicious battle of the Seven Years War, where Frederick the Great & his Prussian army receives a crushing defeat from the Austrians. Based on La Bataille system, this features special command and movement rules that reflect the inflexible and difficult nature of commanding armies compared to those of the Napoleonic era. Has 420 counters, 3 full color 34"x22" maps, standard and special rule books, separate charts, tables, and historical commentary. May.

\$55.00

COA LA BATAILLE DE LIGNY

Napoleon had again taken the Imperial throne of France. Quickly he harnessed the exuberant populace for war, for the Prussians and English were moving against him. Napoleon's armies crossed into Belgium to engage the Prussians, thus denying the central ground to England. The following day Blucher's massive army faced the French Armee du Nord from across Ligny Creek. This game covers the opening battles of the Waterloo campaign at regiment & battalion level. Features the much vaunted new standard rules and very impressive graphics. 4 34"x22" maps plus 840 counters.

\$70.00

COA LA BATAILLE DE MONT ST. JEAN

THIS IS NOT A COMPLETE GAME. It is an expansion to be used in conjunction with Ligny & Quatre Bras (see above), allowing players to partake in the epochal clash at the Waterloo battlefield. Components include four 22"x34" maps and an exclusive rulebook. Not recommended for the faint hearted!

\$60.00

COA LA BATAILLE DE QUATRE BRAS

When, in 1815, the left wing of the Armee du Nord clashed with Wellington's English & Allied troops for control of a crossroads along the Brussels' highway, Napoleon's dreams of liberty were to be forever decided. Components include a beautiful 32"x22" map and 600 superb counters. All units are rated for type (line, light, guard, elite, skirmish), melee and fire combat, morale, movement, plus range. Recommended for buffs.

\$55.00

3W NAPOLEON AT AUSTERLITZ

3W are starting to put out some high quality games, this being one of them. Featuring a colorful map and 260 counters that contain color pictures of the troop type they represent, this game is an elegant design, with just 9 pages of rules plus 4 of historical background, 2 pages of charts and tables. The game brings out clearly the different uses of infantry, cavalry, and artillery as well as capturing the critical ingredients of leadership and command control. Every significant historical feature from the Fog of War to the Allied problems of co-ordination, is reflected in the game. Has three scenarios plus a complete campaign. High solitaire suitability.

\$35.00

S&T163 SEVEN YEARS WAR IN EUROPE 1756 - 1763

A simulation of the war between Prussia and a Coalition of European states, from 1756 - 63. While it resulted into a stalemate, the war consolidated Prussia's dominance of central Europe until its defeat at Jena in 1806. For two players or two teams, the goal is to gain control of as many central European fortress cities as possible without destroying the international balance of power. Contains advanced and standard rules, leaders, discipline and morale, fortresses, recruitment, diplomacy, rules for solitaire play. 200 back printed counters that allow for fog of war, & map.

\$15.00

AH WAR AND PEACE

In 1804 Napoleon Bonaparte was made Emperor of France by self-coronation, in blatant disregard to the sanctity of divine right and noble birth. Incensed by this outrageous affront to the legitimacy of their royalist governments, the European monarchies branded Bonaparte an outlaw and plunged the continent into a decade of war. This epic conflict is recreated in nine moderate-complexity campaign scenarios plus a multiplayer 1805 to 1815 Grand Campaign! Components includes a 44"x16" mapboard (40 miles per hex) and 1040 counters (representing fleets, leaders & armies of infantry, cavalry, militia or elite guards) featuring France, England, Austria, Prussia, Russia & Spain, plus 19 minor allies.

\$60.00

AH WE THE PEOPLE

An entry level game following the history of the American Revolution, which uses a system of cards that allows players to both move their armies and employ political warfare to obtain their goals. A player wins by judicious control of the events that shaped the revolution, while pursuing the objective of control over the colonies. As Washington you lead the fledgling forces of the Continental Army, given clandestine French aid. As the British Crown, you field your famous Regulars, aided by a powerful fleet. 16" x 22" mounted mapboard, 150+ cards, 132 counters, plus rules, etc.

\$85.00

AH WOODEN SHIPS & IRON MEN

An excellent tactical simulator of naval warfare from 1776 to 1815 - where two players can partake in a single ship duel, or multi-players can slug it out in a complex fleet engagement. The mechanics utilise ship logs & simultaneous hidden movement to superbly recreate the spontaneity & unpredictability of ship to ship combat. Rules include fire ships, fouling, grapp-ling, toppling sails, boarding, drifting, collisions, ammunition types, raking, weather effects, shallows, etc. With 27 scenarios, a 22"x28" mapboard & 180 counters. Recommended!

\$60.00

AMERICAN CIVIL WAR

VIC ACROSS FIVE APRILS

Uses simple, quickly flowing rules to recreate the battles of 1st Bull Run, Pea Ridge, Shiloh, Gettysburg, Bentonville. Smaller battles can be played in one hour; larger ones taking 3 - 4 hours. Very high solitaire suitability. Each turn represents 45 - 90 minutes; and each counter is a brigade. Each hex is 300 yards. 252 counters, 3 22" x 34" maps.

\$75.00

COM22 ANTIETAM

Lee's Army of Northern Virginia had invaded Maryland and taken Harpers Ferry, but a copy of one of his written orders found by Union forces exposed his plans. On 17th Sept 1862, near the small Maryland town of Sharpsburg, George B McClellan's Army of the Potomac brought the rebels to bay - with the Potomac River at their back and the Antietam Creek to their front. For Lee and his army it was a desperate chance to win a victory on Northern soil and gain foreign recognition. For McClellan it was a chance both to save his career and destroy the most dangerous rebel army. This is where



you come in, as either of the two generals. Can be played either solitaire or two player, and contains 283 back printed counters, a large map, & lots of background info.

\$18.00

COA CAMPAIGNS OF ROBERT E. LEE

A strategic-operational simulation of the eastern theater campaign, 1861 to 1865. 10 scenarios cover the bitter fighting that consumed Virginia, Maryland & Pennsylvania. The game's detail is quite extravagant, with 88 leaders individually rated for their initiative, administrative skill & tactical ability. Special rules cover Confederate sympathizers, Union observation balloons, partisan raiders, naval landings, etc. Components include 600 exquisite counters and two stunning 34"x22" maps. I'm very impressed!

\$60.00

COM17 GETTYSBURG - LEE'S GREATEST GAMBLE

July 1863: Lee's Army of Northern Virginia, seeking to win a decisive battle and thus change the course of the war, slugs it out with Meade's Army of the Potomac. This is game/magazine Command issue 17, and features 190 counters (brigade scale) and a 34"x22" map (half-mile per hex). Nice graphics and clean mechanics - good for a quiet evening. Command Magazine # 17 contains the following articles: Gettysburg, The Next Japanese-American War, Poland '39, New Light on the Iranian Hostage Rescue Mission, and various regular departments. 80 pages in all, with superb graphics.

\$15.00

AH HERE COME THE REBELS

The 2nd game to use the rules in STONEWALL JACKSON'S WAY. This game is a two week campaign where the Confederate player is attempting to secure Maryland, and the Union player is trying to stop him. There are also several scenarios focusing upon various engagements in the campaign.

\$80.00

TGI PERRYVILLE - Battle for Kentucky 1862

Recreates Bragg's attempts to take Kentucky in 1862, a move which would have tipped the war in the Rebel's favour. One scenario paints a "what-if" scenario based on an assumption that Bragg had been able to pull in all of the available Confederate sources. Contains revised 2nd edition rules, advanced command rules, detailed morale system, & fast and furious action. Features a stunning 22"x34" map, 280 colorful counters, three scenarios, etc.

\$50.00

3W RAID ON RICHMOND

In 1864 General J. Kilpatrick led a miserable assault on Richmond which failed to achieve anything of substance. Quite uneventful indeed, but his game hypothesises on the vicious urban brawl that could have erupted had Kilpatrick not ignobly fled the field - imagine brazen Union cavalry riding amok in the streets! Includes two 22"x24" city maps highlighting sites of political/military value & 300 counters. Mechanics cover releasing & arming POWs, barricades, commandeering transport, slave evacuation, plus leader capture or executions.

\$35.00

AH ROADS TO GETTYSBURG

Part three in the Great Campaigns of the American Civil War series, this game covers Lee's invasion of Pennsylvania, June - July 1863. As Lee you have to make Pennsylvania feel the hard impact of war, a decisive military victory on northern soil in the summer of 1863 could bring the war to an end and gain independence for the Confederate States of America. As the Union General Meade, you have to catch this army and crush it to end the war. By the time this Gettysburg campaign is over, some 50,000 men will die. Contains easy to learn rules and several scenarios that can be played in an hour. Beautiful maps are based on maps of the day, and there are 520 counters, 2 22" x 32" mapboards, ammunition pad, counter tray, & several display cards. Game play includes a command radius, various types of actions, unit activation, etc.

\$75.00

AH STONEWALL JACKSON'S WAY

Covers the second battle of Bull Run in central Virginia during 1862, wherein "good of boys" Longstreet, Robert E. Lee and Mr. Stonewall himself gained such notoriety in the North for their adroit leadership. Features two absolutely stunning 32"x22" mapboards (2000 yards per hex), plus units ranging from regiments to corps. Game I link-up with future ACW releases. 520 counters.

\$85.00

VIC THE CIVIL WAR 1861 - 1865

A grandiose game that encompasses both the bitter, costly campaigns of the East and the less enthusiastic skirmishes that waxed & waned in Texas & the Western Territories. The mechanics stress leadership (and so they should too, with over 60 individual commanders represented), and include naval operations, marauding Indians, rail supply, cavalry screening & guerrilla raids, variable game-turn length, year-long scenarios, plus a campaign. Features two 22"x32" maps (25 miles per hex) and 520 counters.

\$65.00

WORLD WAR I

3W ACES HIGH

A popular game whose parent company decided to lay down & die, 3W have now decided it's worth resurrecting. This born-again version is a fast simulation of air-to-air combat using simultaneous-movement. 72 different types of aircraft are each rated for speed, armament, damage absorption, flight characteristics, etc. Pilots are rated for marksmanship, endurance, spotting, courage, etc. Includes 100 counters, log pad, landscaped map, etc.

\$45.00

3W AMERICAN ACES

Every scenario is based on a specific aerial action, in most cases featuring an American ace. There are data cards for 58 aircraft, and forty scenarios from the Western Front, the Mediterranean, and the Russo-Polish War of 1920. Missions include bombing, strafing, aerial reconnaissance, air-sea rescue, dogfights, balloon busting, etc. Playing time is 45 minutes to 5 hours for a campaign, for two or more players. With 100 cute counters, 2 superb full color maps, rules, data cards, etc.

\$45.00

S&T164 BALKAN WAR

An operational simulation of the two wars which were fought in the Balkans immediately prior to the First World War. There are two scenarios. In the first, Bulgaria, Serbia, Montenegro and Greece fight the decaying Ottoman empire for control of the Balkans, in which the Turks lost considerable ground before asking for an armistice. In the second scenario, Bulgaria fights its former allies for the spoils obtained in the previous contest. Game mechanics include fog of war, diplomacy which includes special events, Great Powers, POW exchanges, mobilization railroads, amphibious operations, shock values, etc. 240 counters.

\$25.00

AH COLONIAL DIPLOMACY

A stand alone game of Colonial Diplomacy, using all of regular *Diplomacy's* rules and game system. The game spans 60 years of exciting history from the Opium Wars, the Crimean War, the struggle in Egypt and the Sudan, through to the Russo-Japanese conflict of 1905. Includes a mounted mapboard, and the wooden *Diplomacy* pieces featured in *Deluxe Diplomacy*. Designed by an Australian! Due Oct. **\$110.00**

AH DIPLOMACY

A classic boardgame of abstract grand strategy, where 2 to 7 imperialistic nations try to carve out niches for themselves in pre-WWI Europe. The game's dice-free mechanics are simplistic in design, allowing players to immerse themselves in the machiavellian politics of empire building. Military successes will still win the day, but only if built upon prudent diplomatic machinations. By that I mean alliances between nations - the staple diet of *Diplomacy* players, and rife with examples of outrageous collusion, naive trust, brazen intimidation, and so much more. An ideal way to find out who your real friends are, and to test the limits of your guile! **\$65.00**

AH DELUXE DIPLOMACY

A flashy new *Diplomacy*, with expanded rules presentation, redone single fold mounted mapboard, wooden pieces with unit decals, and wooden pieces with flag decals. Worth this ridiculous price? Don't buy it when your sober...unless we do a special on the price - like the one following. This game is worth \$120.00. **\$70.00**

ADG FATAL ALLIANCES II

A World War I campaign module for *WORLD IN FLAMES* 5th Edition. It includes 600 counters (air, land & sea units from 19 nations), A4 map overlays (WWI central Europe & WW2 Scandinavian Off Map Box variant), a 28 page rulebook, plus a Build & Morale chart. You must own *WORLD IN FLAMES* 5th Edition to play this module. **\$60.00**

COA LANDSHIPS

A historical game of WWI, covering the tactical weapons innovations from 1914-1918. 400 counters represent infantry platoons, cavalry squadrons, or single tanks or guns. The rules are easy to play and include 20 scenarios. More details later. May. **\$45.00**

3W LAWRENCE OF ARABIA

The Year is 1918, and for the Turkish command in Palestine, things look bleak. Morale is poor, their supply and command have potentially disastrous problems, they have practically no airforce, they have no reserves, & their forces are spread thin. However, the game has been designed in such a way to make playing the Turkish side just as much a challenge as playing the Allies. It gives the British a dilemma in taking Damascus, in that if the Arabs take it, they lose 20 tactical points, although it is their strategic goal. The British have a very tight schedule & must foray for water and food for his horses, & there is a small but powerful German unit present. The game has very high solitaire suitability, 240 counters, a 34"x22" map, scenarios, & campaign. **\$35.00**

PAN WARLORDS

An entertaining multi-player (3 to 7) wargame of social turmoil and military expansionism set in the faction-torn provinces of China from 1916 to '50. The simple mechanics include such things as famine, revolts, foreign aid, guerrilla warfare, & taxation. Victory is dependent upon how well one dominates inter-player skills such as bribery, coercion and negotiation; but careful resource management & bold militarism might just win the day, and being a S.O.B. helps too! **\$10.00**

WORLD WAR II**AH ADVANCED THIRD REICH**

A comprehensive study of the battle for Europe and North Africa. This is an expensive beast with a famous pedigree. Components include two painted 22"x31" map sheets with 1" large (60 mile) hexes, 1040 counters (Corps level) representing air, land & naval assets from 24 nations, a 64 page rulebook, plus a 36 page appendix. The mechanics feature unit construction, logistics, economic warfare, strategic air & naval operations, overruns, international politics, diplomatic missions, 25 non-historic randomly selected variants for both the Axis & Allies, technological advances, 7 scenarios, and much more. This is a rich experience for 1 to 6 determined aficionados! **\$80.00**

MB AXIS & ALLIES

A rather big game of global grand-strategy for 2 to 5 players. Beginning in 1942, the five world powers must expand their territory to deny the enemy land, as well as increase their vital industrial resources to thus increase armament production. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 19"x33" mapboard and 299 plastic miniatures representing infantry & tank armies, carrier task forces, destroyer flotillas, sub packs, fighter & bomber squadrons, AA divisions, etc. This is a great game where you can happily quaff the Vic Bitter and still win! Recommended. **\$90.00**

COM CZECHOSLOVAKIA 1938

A what-if game for two players of what might have been the first campaign of World War II in Europe, if the Prague Government rejected the Munich Dictat. The Czechs were in a hopeless position, with their nation projecting into Germany like a long sausage. The Germans could have attacked from both sides and cut them to pieces with blitzkrieg. But the Germans would have had problems too. Their blitzkrieg was untested, the Luftwaffe required good weather, the Russians had promised to send 600 aircraft to help the Czechs, and there were many maginot style defenses. All of this is covered in the game. With 142 counters & a 34"x22" map. **\$18.00**

JED EUROPE AT WAR

A low complexity grand strategy game where 1 to 4 players direct the economic & military growth of a European power from 1941 to '45. Features 282 counters representing leaders, infantry armies, armored corps, elite forces, aircraft & naval assets, plus three 8"x22" mapboards. The rules cover the influence of the naval war & Japan, as well as A-bomb development & political variants (ie: the assassination attempt on Hitler). **\$20.00**

AH NAVAL WAR

An amusing beer 'n' pretzels game where unassuming gamers wave handfuls of cards about, shout furiously at each other (or the dice), and recklessly fling numbered cubes about, until someone wins! Uses 54 cards representing a varied selection of multi-national warships, from carriers to torpedo boats, and a selection of 108 cards to initiate salvos, carrier strikes, destroyer torpedo attacks, submarine attacks, minefield laying, smoke screens, repairs, etc. An entertaining change of pace for all ages. Ideal for 3 to 6 players, plus a cold slab of beer. **\$25.00**

GMT OPERATION MERCURY

In the Spring of 1941 the German blitzkrieg crushed the Balkans, and rapidly overran Yugoslavia and Greece. The Allied forces retreated to Crete, and Hitler was pressured to take the island a.s.a.p. so that the Allies could not keep airbases there, as it was May and the invasion of Russia was set for June. So he sent in his crack Paratroop units and a Mountain Division, and though they took Crete, the airborne troops suffered so badly he never used them in a major operation again. Includes 400 counters, including Australia and New Zealand, 2 22"x34 map sheets, dice, etc. **\$60.00**

3W RUN SILENT, RUN DEEP

An exciting, fast paced game recreating tactical submarine actions during WW2. Critical elements of submarine warfare presented include sonar, evasion & maneuver, torpedo attacks, collisions, anti-submarine weapons, and gunnery. Each submarine's location is secretly plotted on Submarine Data Sheets. Escorts must frantically "ping" with sonar to search for them. 21 scenarios are included for the Atlantic, Mediterranean, and Pacific. There are 100 ship & sub counters, 160 counter markers, rules, 2 x 34"x22" maps, and play aid chart. **\$50.00**

AH SQUAD LEADER 4th Edition

An award-winning & popular tactical game of small-unit combat in Europe. 712 counters representing individual leaders & vehicles, infantry squads, support weapons, fortifications, etc. Four 8"x22" mapboards (40 meters per hex) feature urban & wilderness terrain. Includes 12 scenarios, plus comprehensive skirmish rules covering leadership, morale, smoke, off-board artillery, radio contact, mines, bunkers, rubble, fire, river crossings, roadblocks, mortars, flamethrowers demo charges, AT guns, and so much more! **\$70.00**



► **CROSS OF IRON** An east-front expansion for *Squad Leader* that features a restructured armor and artillery system, as well as new troop types (eg elite) and support weapons. Includes 8 scenarios, an 8"x22" mapboard and 1096 counters. **\$55.00**

► **CRESCENDO OF DOOM** Introduces the troops, vehicles and equipment of France and England to the system, as well as a host of minor nationalities, including Poland, Belgium & Finland. With many new rules, 2 mapboards, and 1324 counters. **\$65.00**

► **GI: ANVIL OF VICTORY** Its the Americans, plus revised infantry counters for the other combatants. And naturally it contains more advanced rule additions, plus 14 scenarios, 1568 counters, 5 mapboards, and some terrain overlays. **\$90.00**

AH UP FRONT

This is a simplified adaptation of *SQUAD LEADER*, a great card-based simulation of man-to-man combat in Europe. Soldiers, heavy equipment, and support vehicles are represented by individual cards; players maneuver their forces via action cards over constantly changing terrain cards. The scale of the game changes in terms of the relative ranges between opposing forces, with most combat occurring within 500 meters during the course of player turns. Components include 322 illustrated colour cards, and 304 counters. This is a great game, rich in detail yet easily playable in the space of an hour. Mechanics include tanks, smoke, pillboxes, partisans, mines, flamethrowers, wire, ambushes, artillery, heroes, prisoners, and more. **\$50.00**

► DESERT WAR

Features French & Italians units, desert rules, plus 7 scenario reference tables for all of the UP FRONT combatants (for tournaments or DYOT). Contains 70 cards and 63 counters. **\$3.00**

ADG WORLD IN FLAMES 5th Edition

Award-winning Australian game that covers the entire war on two huge 28"x34" Pacific & European maps - each can be used independently, or combined for a global struggle. Players must carefully plan their long-term military production, as well as strategic campaigns. The superb game mechanics allow for fluid land, sea, air & political operations. With 1000 counters (30 nationalities). For 2 to 6 players. This game is so good Avalon Hill felt humiliated by THIRD REICH, so that they had to make the ADVANCED version! **\$80.00**

► DAYS OF DECISION 2nd Edition

A 1 to 7 player political game that can be used with WIF to form a 1936 to 1946 campaign extravaganza! As another great war becomes inevitable the world's powers must try to achieve military & political pre-eminence. The mechanics allow for peripheral conflicts to break out (such as an Italo-France war, or the Spanish Civil War), economic decisions, minor country coups & political alliances, plus the US Presidential elections. Contains 200 counters (including more WIF minor nationalities), 24"x16" political map, a mini-map of Spain, etc. Due "in two weeks"! **\$50.00**

► PLANES IN FLAMES GOLD EDITION (With over 20 new aircraft types)

Contains 600 new aircraft counters (plus more AA units, V-Weapons, the A-Bomb, & Chinese garrison units) - covering every major plane of WWII, all of them drawn in exquisite full-colour camouflage schemes (!), and all individually rated. Includes new WIF rules such as pilot training, lend-lease, carpet bombing, night missions, tank busting, 5th Ed. WIF errata (!), etc. **\$40.00**

► FATAL ALLIANCES II

World War One add-on for WIF. See description under WWI heading. **\$40.00**

► AFRICA AFLAME

Contains 200 stunning double sided counters, and a new full color map of Africa. Includes optional rules, including synthetic oil plants, fortification units, Siberian shock troops, Chinese garrisons, an entirely new Russian entry system, Vlassov's Cossacks, etc. **\$30.00**

► ASIA AFLAME

Contains 200 double sided full color counters, 236mm x 584mm of central Asia, 175mm x 294mm map of Scandinavia, and 8 page rule book. Other additional rules include artillery units, AT gun units, tank destroyers, field artillery, rail guns, amphibious units, minieubs, etc. **\$30.00**

► WORLD IN FLAMES ANNUAL

At long last, the WIF Annual, 84 pages packed with information about WIF. Includes country specific strategy notes, tactical hints on play, Harry Rowland's Russian Set-ups, force pool sheets for all countries, a look at Planes in Flames, a workable PBM system, complete errata for WIF, Days of Decision, and Planes in Flames. **\$35.00**

ADVANCED SQUAD LEADER**AH ADVANCED SQUAD LEADER**

This is ONLY a rulebook - more specifically a sturdy 3-ring binder with an attractive dust cover. Inside are 176 pages of text, with 8 separate reference cards. Featured chapters are - Introduction, Basic Infantry Rules, Terrain, Ordnance/Offboard Artillery, Vehicles, Design Your Own (with German & Soviet equipment notes), plus an index. An outstanding production! **\$90.00**

AH ASL ANNUAL '89

64 pages with 18 scenarios. Articles include a study of US/USSR manpower & material in ASL, historical commentary on SL with a comprehensive index, a bit of fun on Scottish Pipers with counter-art, the 8 steps to winning ASL tournaments, on-board mortars, and more! **\$25.00**

AH ASL ANNUAL '90

64 pages with 19 scenarios. Articles include Italian manpower & material in ASL, programmed instructions for ASL from a SL hack, reference notes on US paras, partisans in ASL, the 8 steps to enjoying ASL tournaments, Soviet mine dog stats with counter art, and more. **\$25.00**

AH ASL ANNUAL '91

64 pages with 16 scenarios. Articles include a Red Baricades series replay, Axis Minors in ASL, the scenarios in Last Hurrah, ASL notes on operation Market Garden, an overview of the ASL Oktoberfeets, and details of the German PzKpfw Maus with counter art. **\$25.00**

AH ASL ANNUAL '92

80 pages with 14 scenarios. Articles include Japanese manpower & material in ASL, series replay of scenario A41, reference notes on the ANZAC Independent Companies, Allied Minors in ASL, a campaign-game system for UK commandos with 13 scenarios, and more. **\$25.00**

AH ASL ANNUAL '93 Part A

80 pages with scenarios and articles on ASL. More details next catalog. **\$20.00**

AH ASL ANNUAL '93 Part B

48 pages containing scenarios, and the first ASL mini historical campaign, a battle between the US Marine Corps & the Japanese during the first few days fighting on Guadalcanal. Also covers the Canadians in ASL, reference notes, & a new fortification - Pacific Tiger Traps. Includes a card map lift out for the campaign game. **\$22.00**

MODULE 1 BEYOND VALOR

Contains an extensive German and Russian force pool: 2396 counters representing every major vehicle and gun used by the belligerents - from horse-drawn wagons to the gargantuan IS3. Includes a large assortment of markers, leaders, infantry squads, and support weapons as well. I pity the poor bugger that has to carefully cut 'n' trim this lot! Also features four 8"x22" mapboards (#20 to 23, all urban) and 10 scenarios. **\$90.00**

MODULE 2 PARATROOPER

This module introduces the advanced mechanics to SQUAD LEADER players. Contains ALL the necessary counters & markers for the 8 scenarios provided (recreating US airborne operations during the Normandy Invasion). Features one (#24) mapboard, 478 counters, plus Chapter K - a 24 page ASL primer! Note - requires mapboards #1 to #4 to play. **\$50.00**

MODULE 3 YANKS

Obviously this is the American expansion set, it contains 1048 counters with the usual plethora of AFVs, ordnance, heavy equipment, leaders, NCOs, grunts, and markers. There are also four 8"x22" mapboards (#16 to #19), 8 scenarios, Chapter E (26 pages of miscellaneous rules - night, weather, ski troops, boats, swimming, air support, gliders, paratroops, convoys, barrages, etc.), plus U.S. vehicle notes for chapter H. **\$90.00**

MODULE 4 PARTISAN!

Features 8 scenarios specifically pitting guerrilla operatives against the Germans and their allies - from the rugged mountains of Greece to the shattered streets of Warsaw. Contains 260 counters (axis minor infantry & support weapons), plus two 8"x12" mapboards (#10/32). **\$40.00**

MODULE 5 WEST OF ALAMEIN

An expansion set that features the British army, with 1264 counters representing everything from the 2nd Pz. Portee to the Churchill Crocodile. Also includes Chapter F (rules for desert terrain, and weather, sun blind-ness, heat haze, heavy dust, mud, etc.), plus Chapter H notes for British equipment. There are 8 scenarios, five 8"x22" desert mapboards (#25-29), a 7"x 22" escarpment map and six pages of terrain overlays. **\$90.00**

MODULE 6 THE LAST HURRAH!

Eight challenging 1939-41 scenarios set in Poland, Belgium, Holland, Crete, Norway & Yugo-slavia (has Polish Uhlan cavalry tackling Panzer IIAs from a German divisional recon patrol). Contains two mapboards (#33 & 11) plus 260 counters (featuring Allied minors). **\$40.00**

MODULE 7 HOLLOW LEGIONS

This package presents the Italians; whose fighting prowess was unfairly maligned at squad level. Contains 2 desert mapboards (#30 & 31), 652 counters (covering every major weapon), 8 scenarios (from North Africa to Russia), and the relevant pages for Chapters H and N. **\$80.00**

MODULE 8 CODE OF BUSHIDO

Presents the Japanese army and rules for the Pacific theatre. Contains 660 counters covering all major Jap vehicle, gun & troop types employed from the 1930s to 1945. Also includes 4 mapboards (#34 to 37), 4 sheets of jungle overlays (35 in all), 8 scenarios, Chapter G (16 pages covering jungle terrain, banzi charges, kamikaze tank-hunters, hara-kiri, pack animals, etc), plus Japanese additions for chapter H. **\$95.00**

MODULE 9 GUNG-HO!

Contains 1008 counters introducing the rugged US Marines, the Chinese army, plus an assortment of Japanese & Allied landing craft. There are also 28 more pages for Chapter G (covering cave fighting, bulldozers, the tropical climate, assaults landings, beach obstacles, naval gunfire, reefs, piers, etc), Chinese notes for Chapter H, two mapboards (#38 & 39 - jungle & airfield), 19 beach/sea/river overlays, and 8 scenarios. **\$99.00**

MODULE 10 CROIX DE GUERRE (Cross of War)

This module adds the 1939-40 French, Vichy French, and Free French, to ASL. It contains the entire order of battle including personnel, weapons, and vehicles, two new mapboards (#40 & #41), one sheet of building, stream, etc overlays, 8 pages of revised rules, Chapter H historical & DYO, and 8 scenarios. There are over 600 counters. **\$95.00**

HISTORICAL MODULE 2 KAMPFGRUPPE PEIPER 1

A game of Tactical warfare in the Ardennes in 1944. It deals with the desperate fighting between US and German SS forces around the village of Stoumont Belgium, during the Battle of the Bulge. The huge two piece 31" x 45" full color map depicts the village and surrounding environs, and has been painstakingly researched to ensure a maximum of historical accuracy, with roads, buildings, streams, etc. Elevations vary from -2 to +9. Contains over 400 counters, 4 scenarios, the Campaign game (including 8 scenarios), and Chapter P, which introduces pine woods, barbed wire fences, narrow streets, slope hexides, and rules for running campaigns such as this one. **\$75.00**

HISTORICAL MODULE 3 KAMPFGRUPPE PEIPER II

A companion that expands upon the MODULE 2, without adding any more rules, by covering in both scenario and campaign form, the concurrent battles for the nearby villages of Cheneux and La Gleize. With 3 new maps. Due May. **\$75.00**

AFRICAN CAMPAIGN

JED (THE) AFRICAN CAMPAIGN 2nd Edition

A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields & fortresses. Components include 168 counters and an 11"x32" mapboard. Rommel's meagre forces of mobile panzers & hesitant Italians tackle an assortment of Commonwealth forces in a very fluid battle along the coast, with both sides quite happy to ignore stubborn concentrations of defensive lines. **\$25.00**

GDW BLOODY KASSERINE

Tunisia 1943: Rommel's 21st & 10th panzer divisions, newly equipped with the formidable Tiger, prepare to sortie forth and roll up the Allies' southern flank. Outnumbered, albeit more combat experienced, they could have kicked ass if the dice rolls had been better. Mechanics include air power, weather, tactical expertise, German infiltration & break-off, poor training, plus variant options - such as Patton's involvement! Contains a 22"x17" map & 176 counters. **\$40.00**

GDW RACE FOR TUNIS

Hemmed in by advancing Allied forces from both east and west, the beleaguered African Korps desperately fortify Tunisia with reinforcements from Italy. Following defeat at El Alamein Rommel must save his vital Tunis supply line from an eventual Allied assault. Based on, & fully compatible with the Bloody Kasserine game, the mechanics include optional air drops & amphibious landings, plus multiple scenarios. Contains a 22"x17" map & 176 counters. **\$45.00**

WESTERN FRONT

VIC AMBUSH!

Designed specifically for solitaire play. A system of mission cards and programmed paragraphs are used to determine enemy tactical decisions, with combat reactions resolved by sequenced action rounds. Unit scale is individual men & vehicles - each of the player's squad must be rated for command, initiative, perception, weapons skill, driving skill & movement. The player selects, equips, and then leads a squad of American troops on 8 specific missions through German-occupied France. Contains 218 counters & two 16"x22" maps (10 yards per hex). Includes rules for panic, evasive movement, grenades, satchel charges, assault combat, minefields, boobytraps, wounds, vehicles, tanks, and more. **\$80.00**

AH B-17 QUEEN OF THE SKIES

A solitaire game where the player controls the 10-man crew of a B-17F flying fortress. The goal is to survive 25 missions. The B17 moves across a strategic mapboard, zone by zone, from England to the target and back. Die rolls in each zone determine the appearance, number, type and position of enemy fighters. The B17 can take a lot of punishment, but a lucky hit can prove fatal. As the mission grinds on wounded crewmen, low ammunition, burned out engines, oil leaks, and more interceptors begin to take their toll. Includes mission abort, ace gunners, random events, flak, 8 B17 damage locations, frostbite, weather, fighter cover, ect. With 88 counters, an 11"x16" mapboard, a mission log, & lots of reference charts. **\$50.00**

AH BATTLE OF THE BULGE 3rd Edition

The thunderous impact of bursting shells ignites the pre-dawn gloom, heralding Hitler's desperate Ardennes offensive. Three German armies slam headlong into the unwary Americans, but their momentum is arrested by a determined defense. The struggle becomes more intense as the Panzers, already low on fuel, attempt to break the deadlock before Allied reinforcements arrive. This entry-level game features 194 counters, a 14"x22" mapboard, plus a 40 page book containing historical background. **\$40.00**

AH BREAKOUT NORMANDY

At last - another game using the superb area-movement system as Turning Point Stalingrad. It is a graphic portrayal of the first week of battle of D-Day, June 1944, in which Rommel's panzers struggled to throw the Allies back into the sea. The semi-simultaneous movement system provides the ultimate in player interaction-induced tension without the tedium of recorded moves. As Germany you must decide whether to safeguard or destroy bridges, and whether to commit your Panzers now or hold them back waiting for poor weather to keep away Allied planes. As the Allies, do you advance cautiously towards bridges, risking their being destroyed before you get there, or make sudden & dangerous advances. Includes solitaire rules, sudden death victory conditions, a choice to opt between assault or bombardment, etc. A 16"x44" mounted mapboard, 36 page rulebook with heaps of diagrams, 364 counters & play aid cards. Superb. **\$70.00**

AH D-DAY 3rd Edition

Another redesigned entry-level (that's Avalon Hill's dictum for a beginners game) classic. On June 6th 1944 the American & Commonwealth forces launched a massive seaborne assault that punched through Hitler's much-lauded coastal defenses. Tentative beachhead became irresistible breakout, and the liberation of western Europe began. Includes 110 counters (mostly Corps level), a 14"x22" mapboard (80 miles per hex), and an illustrated 36 page battle history. Rules cover weather, carpet bombing, mulberry harbours, airborne drops, etc. **\$40.00**

GMT FRANCE 1940, VICTORY IN THE WEST

Uses the same system as Arctic Storm. Has extensive historical information, including highly accurate orders of battle, historical commentary, and the most detailed wargame map of France and the lowlands yet published. Rules cover exploitation, reaction, panic, overruns, blitzkrieg, refugees clogging up roads, plus a flexible air game. Scenarios include fall of Holland, a full historical campaign, and 18 alternative historical options to test out. Includes 720 counters (with bicycle units!), two maps, reference cards, etc. One to two players, 2 - 20 hours. **\$75.00**

JED FORTRESS EUROPA

An entertaining game covering the West Front campaign, from the initial Allied landings to the bitter struggle for Germany. Both players have an opportunity to achieve victory. The Allies are able to conduct two invasions per game, however the Germans may thwart the landings with their hidden panzer reserves. Includes rules for airpower, paratroops, partisans, volksturm, mulberries & naval bombardments. Contains 400 counters and a 22"x24" map. This is an unboxed game. Very entertaining, and cheap! **\$12.00**

GMT OPERATION MERCURY

Operational level game covering the battle for Crete in 1941, where German paratroopers & tenacious Commonwealth troops fought for control of the airfields & ports. Rules allow units to attack via maneuver, bombardment or assault combat, and include paratroops, amphibious landings, Allied tanks, automatic victory conditions, the air-naval battle, & British night tactical superiority. 400 counters (company & battalion level) and two 22"x34" maps. **\$60.00**

COA OVER THE REICH

Simulates tactical air to air and air to ground combat over Europe from 1943-45. Designed by JD Webster, who brought us Air Superiority and Speed of Heat. This game brings the same flavor to WW2 air combat. With 240 counters and one 34"x22" double sided maps. Due May. **\$50.00**

AH PANZER LEADER

A damn fine game of tactical combined-arms combat between swarms of Allied AFVs and the stoic German Kampfgruppen from 1944 to '45. Components include four geomorphic 8"x22" mapboards (250 metres per hex), 20 scenarios (from D-day to Bastogne & Remagen Bridge), and 384 counters (platform cards) representing assault guns, tank destroyers, armored cars, SP artillery, AT guns, mortars, combat engineer platoons, fighter-bombers, etc. The reader-friendly mechanics include close assaults, indirect fire, overruns, mines, roadblocks, bunkers, and opportunity fire. A pleasant distraction. **\$65.00**

AH RAID ON ST. NAZAIRE

At 1.28 AM, on March 28th 1942 - a small flotilla of torpedo boats & British commandos raided a German-occupied French port, with the intent of blocking the Tirpitz's Atlantic route. Within the next few hours this elite force will have run amok, destroying installations and sinking docked vessels; despite a formidable defense of shore batteries, flak towers & frantic Stosstruppen. This is a squad-level game where assault & demolition teams must eliminate key objectives before programmed German reinforcements counter-attack in strength. Contains 280 counters & a point-to-point system 16"x33" mapboard. **\$65.00**

FGA REMAGEN

A ziplock game of the battalion/regimental level of operations from March 1 to March 17 1945, that saw the US Army across the Rhine River in force at the town of Remagen. An optional scenario is included that shows what might have happened had the Germans reacted quicker to the US seizure of the Ludendorff Bridge. Superb graphics, new overrun rules, step reductions, D10 combat results table, 120 counters and 17"x22" map. **\$30.00**

3W SINK THE BISMARCK!

In May 1941 the German battleship Bismark & heavy cruiser Prinz Eugen begin operation Rheinübung: the destruction of Allied shipping in the Atlantic. This is an operational-level game of this naval campaign, with engagements being fought tactically. The mechanics include dummy task forces, a pre-plotted German movement log, historical & hypothetical scenarios (ie. the Scharnhorst & Gneisenau joining in from Brest), and the vital role of aircraft. Contains 200 counters and a map (75 miles per hex). This game is worth \$50.00. **\$30.00**

GMT THE RISE OF THE LUFTWAFFE

Volume One in the Down in Flames WW2 air combat card games. Players take the role of the early European fighter aces, flying BF-109s with Molders and Galland, JU-87s with Rudel, Spitfires and Hurricanes with Douglas Bader or the US Eagle Squadron and the French Moranes or P-11cs with the Poles. Also has Fw-190s, Russian MiGs and Yaks, US P-38s and B-25s. Includes campaigns for air warfare over Poland, France, the Battle of Britain, Crete, North Africa, and the opening stages of Barbarossa. With 132 color playing cards for aircraft and tactics, 48 counters, 8 campaign displays, & rules. Target cards include destroyers, dogfights, freighters, bridges, battleships, air fields, ground forces, radar stations, factories, railways, etc. **\$55.00**

3W TIDE OF FORTUNE

The first in a new series called The Battles for France. There will be six games, each with two maps, all of which mate up with their neighbours. It features weather, fatigue, morale, command control, AT fire, mine sweeping, fumes, shore batteries, reaction movement, etc. There are 300 counters, 3 34"x22" maps, and 6 play aid sheets. This game recreates the many possible attacks the Allies could have used to cross the Rhine in late 1944. Who had the best strategy, Montgomery & his single thrust? Or Eisenhower & his broad front? Try them both and see! **\$45.00**

JED VICTORY AT SEA

A great strategic-level game that recreates, in a simple yet elegant manner, the naval war between the Axis and Allied fleets. Each turn points are awarded for control of seven sea areas, players contest these areas with an array of carriers, battleships, and cruisers, as well as land-based airpower and German U-Boats. What usually develops is a closely fought game where cunning and bravado both play a role toward victory. Ideal for beginner's, and experienced gamers who want a short 'n' sharp game. Mechanics include admirals, German officers, port repairs, convoys, secondary fire, U-Boat technology, critical hits, and more. Components include 117 large counters, and a 16"x24" mapboard. **\$30.00**

EASTERN FRONT

3W ARMY GROUP CENTRE

Follows Army Group Centre's drive on Minsk in June 1941. As the Germans, can you encircle the Soviet forces by executing a smooth surprise attack with two Panzer Groups? As the Soviet commander Pavlov, can you stop the German assault by moving your mobile forces into their paths? For one or two players (highly suitable), it has 500 counters, 34"x22" map. Land units are divisions, regiments, & brigades, & air units are brigades and divisions. **\$45.00**

3W BLITZKRIEG IN THE SOUTH

The first in a new series of games called East Front Battles, which will cover the entire war in Russia. Each hex is 5 miles, each turn 2 days, with units being battalions, regiments, brigades, and divisions. The game covers the Axis assault on the south-west Soviet Union, which began by Army Group South attacking with 41 divisions against 60 Soviet divisions. The game concludes mid August. There are 3 scenarios and the complete campaign. Can be played solitaire or two - four players. Has 3 34" x 22" maps, 400 color counters, reference sheets, etc. **\$50.00**

S&T152 CASE GREEN

A magazine game from Strategy & TACTICS #152 that simulates a hypothetical German invasion of Czechoslovakia in 1938 - At Munich Hitler's spiteful harangue for the Sudetenland fails; the Czech people, buoyed by the possibility of French & English support, declare their nation inviolable to Germany's demands. The Wehrmacht, spearheaded by 3 young panzer divisions, crosses the border and advances on Prague. Components include 200 counters (mostly divisions & regiments) and a 22"x34" map (7.5 miles per hex). Mechanics include air power, fortifications, para drops, mobile assaults, random events, supply, etc. **\$10.00**

TGI GUDERIAN'S BLITZKRIEG Sep 21-Dec 20 1941

This game of Guderian's drive on Moscow, from Sep 21 to Dec 20, 1941, has been given rave reviews, and at the insistence of Bradley Ellis (the previous Mil Sims artist) we have got some in. This is the first in the new Operational Combat Series games, OCS, which are an in-depth series requiring the utmost use of operational resources of units, supply, and transportation. Both players find themselves confronting operational puzzles of the highest magnitude as they attempt to apply their limited resources. There are tons of supply counters, transport counters, and each unit counter is given a combat facing and a movement facing on the back. As such this is an extremely realistic game. It also features tactical surprise effects, special units, realistic blitzkriegs, 1260 superb counters (ask Brad) which include aircraft, 6 teaching scenarios, 8 major scenarios, and many play aids. Two 22" x 34" color maps. Excellent. **\$85.00**

GMT RED (ARCTIC) STORM

Covers the fiercely contested 1939 to 1940 Winter War - Russia invades Finland, but is unexpectedly humiliated time and again by the vastly outnumbered, valiant defenders. Components include 200 counters (at brigade, regt & div level) and a 22"x34" map (24 kms per hex). Rules cover paratroop drops, amphibious assaults, the effects of severe weather, ski units, Scandinavian volunteers, & possible Western intervention. Good quality components. **\$50.00**

JED RUSSIAN CAMPAIGN Series II

Very playable strategic game of the war in the East, from Hitler's invasion of Russia, to the fall of Berlin. Players command massive mechanised forces, without being buried by a barrage of rules - experience the crushing momentum of Blitzkrieg, the chilling ferocity of winter warfare, and the brutal cycle of offensives & counter-attacks that characterised this terrible conflict. Contains 252 counters, a 24"x22" mapboard & rules for the Axis Allies, air support, & partisans. An entertaining & hard-fought campaign that vividly illustrates the sprawling dimensions of this war, and what might have been had Moscow fallen. **\$25.00**

TGI STALINGRAD POCKET 1942

Features a new easy to learn and use game system, with rules that are simple. Soviet play requires the optimum use of a ponderous and fragile weapon - the Red Army of '42. German play requires sabre-like use of mobile reserves, and lightning hit and run attacks designed to derail the Soviet military machine. Contains 22" x 34" map, 420 full color counters, 3 scenarios. For two or more players, turns are 2 days, hexes are 10 km. Units are regiments & divisions. **\$50.00**

AH TURNING POINT: STALINGRAD

Recreates the brutal fighting in & around the city of Stalingrad, from Sept. 4 1942 to Nov. 14. Turns are broken into variable day/night impulses which play fast & constantly change advantages to both sides. The unique combat system & semi-simultaneous movement covers the gamut of urban combat - overruns, sudden break-thrus, encirclements, tenacious defence & week-long stalemates. Additional details like rubble, artillery barrages, fortifications, & air support add zest to a highly playable and closely-fought game. Features a lavish 16"x44" mapboard (area movement) & 394 counters (battalion level). **\$50.00**

FGA WAR FOR THE MOTHERLAND

Another fine example of FGA's excellent quality. The map and counters of this game are superb, and the rules are of moderate complexity (16 pages). This is a strategic level game of the entire conflict from 1941-44, and features untold Soviet units, reconnaissance, Soviet Offensive Support bonuses, detailed supply, weather, and partisan rules, the Soviet war economy, and four scenarios, including Stalingrad, Barbarossa, and the complete campaign. Counter mix includes Hungarians, Finnish, Rumanian, German air & supply bases, Soviet economic assets, etc. **\$50.00**

PACIFIC THEATRE

AH GUADALCANAL

The first real check to Japanese expansion, the Battle of the Coral Sea in May 1942, and the first Allied offensive in the Pacific, the Battle of Guadalcanal, November 1942, all took part where this game is set - the Solomon Islands. Midway paved the way for this Allied offensive, when in August the US took an air-strike on Guadalcanal from the Japanese, converting it into their own. This game features three mounted mapboards (two search & one battle), six scenarios, excellent visual aids such as Operations Cards, 356 counters, & easy to learn rules. Thoroughly recommended. **\$70.00**

AH MIDWAY 2nd Edition

After the daring Doolittle bomber raid on Tokyo the Japanese decided to capture the airfield on Midway, and hopefully lure the U.S. navy to its doom. But those deceitful orientals weren't going to fool old Nimitz, with a little help from cryptologists the trap was revealed, and a counter-ambush prepared. This is a tense simulation where players maneuver their fleets and conduct air patrols on a personal searchboard. When one side makes contact with an enemy vessel(s) the combatants are transferred to a battleboard where plans and ships slug it out. Very tense stuff indeed! Components include 226 counters (individual capital ships & squadrons of aircraft), a 22"x14" battleboard plus two 14"x11" searchboards (70 miles per hex). Features easy to learn rules, and an illustrated historic battle manual. **\$45.00**

VIC PACIFIC WAR

In 1941 Japanese investment in foreign real estate was causing a hell of a lot more anxious teeth-grashing than it is now! In 1942 loses at Midway & Guadalcanal foreshadowed the coming dominance of U.S. strategy, thus the wily Emperor decided on a secret economic campaign that would eventually enable Japan to buy the world! This is a big game with fully integrated air, land & naval operations. Turns are monthly, but include daily movement. Contains 20 scenarios, 2340 counters (individual capital ships, air groups, divisions & battalions) & two 22"x32" maps (100 miles/hex). Mechanics include limited intelligence, sub-marine combat, bombardment, airfield repair, weather, strategic bombing, merchant shipping attrition, strategic transport, naval repairs, engineering, demolitions, etc. With astute planning & careful management the Emperor may indeed sip his green tea by Sydney Harbor! **\$100.00**

3W "SCRATCH ONE FLAT TOP!"

A simulation of the battle for the Coral Sea, the first naval engagement that relied on search-planes for target acquisition, & dive-bombers for firepower - the opposing ships never physically saw each other. Mechanics include fuel limitations, weather fronts, critical decisions on search patterns, land-based air, submarines, shore bombardments, and more. Contains 10 scenarios, 200 counters, and 2 movement/search maps. This game is normally \$50.00. **\$33.00**

AH VICTORY IN THE PACIFIC 2nd Edition

Ideal for beginners or for those who want a quick-playing campaign with generous lashings of dice tossing, & where slugging a cold brew or two (or more) won't be detrimental! This very entertaining game starts with the Pearl Harbor raid in 1941, when the Japanese fleet was irrepressible, & ends in 1945 by which time Allied naval strength had burgeoned dramatically. Play revolves around the capture of ports and airbases, accumulating points of control, and blowing the steamers' faces out of everything afloat! Components include 169 large counters (individual battleships, carriers & cruisers), lots o' markers, and a 22"x28" mapboard (area movement). Recommended. **\$55.00**

POST WORLD WAR II

AH IDF - Israeli Defense Force

Uses the MBT game system to recreate battles fought by the Israeli Defense Force during the 1967 and 1973 Arab-Israeli wars. Contains heaps of info on the arms & equipment, and organisation on Israel, Egypt, Syria, Iraq, & Jordan. Vehicles are US, British, Czech, French, and Soviet. Has 524 counters, 4 mounted mapboards, 32 data cards, & reference sheets. **\$90.00**

VIC VIETNAM 1965-1975

A demanding simulation of a complex war, with 9 scenarios & a grueling campaign. The rules include a detailed treatment of movement & terrain, search & destroy operations, special forces, firepower, air mobility, riverine craft, limited intelligence, auxiliary units, South Vietnamese Politics, morale & commitment, strategic bombing, pacification, recruiting, hot LZs, free-fire zones, patrol ops, naval gunfire, and much more. Players require dedication & skill to achieve victory, as the rich game mechanics realise the manifold difficulties that the plagued both the combatants and their leaders. Components include 780 counters (divisions, regiments & battalions) and two 22"x32" maps (6 miles per hex). **\$60.00**

WORLD WAR III

AH ATTACK SUB

A simple & devastating fast two-player game of submarine warfare that utilises cards, randomly drawn but selectively played, to determine sensor detection, contact reduction, weapon lock-on, evasive action, range, malfunctions, heli-copter support, & more. As cards are frantically employed by players or thrust upon opponents, thus subs & ships jockey for position, evading probes from ASW vessels, whilst maneuvering quietly for that perfect shot, hoping no mis-fortune will befall them. Players have a choice of 48 ships & subs to command, each with its own large data card to record damage, contacts, etc. There are 13 scenarios, all NATO vs. Soviet navy, except for a Falklands war duel, & a 'Hunt for Red October' situation. 128 action cards (there's one depicted on the left) are the guts of this entertaining game that only takes 10 to 60 minutes to play. **\$25.00**

GMT CRISIS: KOREA 1995

Allows you to fight a near future war in Korea. Players have access to virtually all available military assets of North and South Korea, as well as large forces of the USA and PRC. The integrated, easy to learn air-land combat system allows for unit efficiency, armor effects, tunnels, light infantry, attack helicopters, Close Air Support, Cruise Missiles, & Korea's particularly tough terrain. Units are divisions and brigades. 600 counters, 2 22" x 34" maps. **\$70.00**



AH FIREPOWER

Quite a detailed skirmish-level game of modern infantry squads in the urban & wilderness environments. Features 3 levels of rules complexity, covering multi-level buildings, bunkers, variable movement speeds, weapon reliability, mines, canister & flame weapons, body armour, prisoners, target-height by posture, spending leg-movement factors on variable actions, & more. Each soldier is individually rated for 9 personal characteristics, weapons skills & equipment carried. Includes squad organisations for over 50 nations, 216 counters (representing single soldiers), & four 8"x22" mapboards (5 yards per hex). **\$60.00**

VIC FLASHPOINT: GOLAN!

The fifth Arab-Israeli war begins around the Golan Heights and the Jordan River Valley. A Scenario Generation System determines the parameters of this conflict in a random, yet logical fashion - victory conditions, allied-nation support, UN action & superpower intervention are all variable. The mechanics feature battlefield salvage, cruise missiles, engineers, special munitions, amphibious operations, artillery ammunition depletion, etc. Includes two setpiece campaigns (involving Israel, Jordan & Syria), 780 counters (regiments, brigades & battalions), plus two 22"x32" maps (4kms per hex). Originally \$80.00 - please - buy a copy & give it a home! **\$35.00**

AH FLIGHT LEADER

Air combat simulator for 2 to 8 players, covering historical & hypothetical engagements from 1950 Korea to 1990's Europe & Middle East. There are 3 levels of rules complexity, covering experience, gunnery combat, basic/advanced/optional maneuvers, sun glare, cloud cover, umpired games, ECW warfare, campaign play, etc. Includes stats for over 100 aircraft, national air force lists, and 24 scenarios, with a DYO section. Each aircraft has a status card to record throttle, target acquisitions, ammunition/fuel expenditure, altitude, speed, & maneuvers. Components feature 520 counters, and an outstanding 22"x32" mapboard (1km per hex). **\$50.00**

AH QUERILLA

A card game for 2-4 players, simulating typical banana republic revolution. Each player leads forces to overthrow the existing state, while opposing vital installations against other players. Where do you see this? Are you with the current regime or secretly sympathizing to the rebels. Due May **\$55.00**

GMT HORNET LEADER

An engaging, relaxed solitaire game where the player leads a squadron of carrier-borne FA18 Hornets on various missions (ie: Air to Ground, Fighter Sweep or Fleet Air Defense) over foreign soil. Before any mission pilots, sections (pilot pairs) & weapons payload are selected, with each aircraft performing a certain role in the formation: air superiority, ground attack, etc. Everything is card based, with a colourful deck of 110 cards used to generate mission briefings, targets, events (A10 support, ECM failures, etc) & special conditions (storms, low clouds, etc). Includes 200 counters (munitions, MiGs, etc), a target display, pilot & mission log (for campaign play), a carrier display, & a special Iraq campaign map! Not very serious, but quite fun! **\$65.00**

GMT THUNDERBOLT & APACHE LEADER **
Same as above, but with the emphasis on ground-attack missions for teams of A10 tank busters & AH-64 attack helicopters. Innovations include a 'battlefield configuration' on the display sheet that uses terrain cards to create the target's environment, and a 'sector map' used to indicate the positions of enemy battalions in relation to the air base. An entertaining solitaire card game for campaign play (WW3 in Europe) or a quick fix of cardboard violence! Includes 110 superbly illustrated cards, and 300 counters (some for HORNET LEADER). **\$65.00**

AH M.B.T. **
Excellent tactical game of combined-arms combat in Europe. There are 3 levels of rules complexity, covering thermal sights, AT guns, missiles, artillery barrages, variable ordnance capabilities, gunships, minefields, smoke, entrenchments, camouflage, air support & mobility, unit integrity, troop quality & doctrine, command-control, and more. Features platoon, company & battalion organizational tables for Germany, Russia & the U.S. Components include 436 counters (infantry squads, heavy weapons teams, plus individual vehicles, aircraft, helicopters & towed guns), four 8"x22" mapboards (100 meters per hex), plus 28 double-sided weapon system cards, each detailing movement, firing & hit locations. **\$70.00**

SUP SUPREMACY **
Components include 370 plastic playing pieces, a 20"x30" global mapboard, a deck of 65 resource cards, and 280 very high denomination bills of play money. Two to six despots, driven by avarice and a lust for power, seek to dominate the world! Conquest is achieved, albeit slowly, through a blend of shrewd economic proliferation, machiavellian diplomacy, and ruthless military strategies. Each nation must compete ruthlessly with its neighbours to expand its financial base - procuring natural resources and trading for profit on the world market. Huge sums of money are thus accumulated, and what else can you spend it on besides military hardware? The answer's nothing - so armies, navies & nuclear warheads suddenly proliferate. These tools of destruction are generally waved at an opponent in a threatening manner, until they in turn purchase some for similar coercive displays. What happens when two to six megalomaniacs fool around with nuclear weapons? Usually Armageddon! End of game. **\$99.00**

SUPREMACY RULES VERSION 3.0
The latest edition rulebook, allowing those of you with the earlier version of the game to update it to Version 3.0 without having to fork out \$99.00. **\$10.00**

COL GUYARD L'ECLAIR 638 plastic armies etc for use with the MegaMan Duo? **\$68.00**

FORTUNA Rules for News, Rumours or Acts of God, ie, natural, economic, & political disasters such as coups, plagues, droughts, etc. **\$35.00**

NEUTRON BOMBS & KILLER SATELLITES Strategic weapons that will affect military postures & readiness, including Solos & Spaceports. **\$40.00**

RESOURCE DECK TWO These cards change the country of origin for all grain, oil and mineral resources, thus rearranging the global strategic network. New off-shore resource locations. **\$25.00**

THE HIGH TECH EDGE FOR STRATEGIC FORCES Players can secretly develop nukes & neutron bombs with payloads of 5 warheads! L-stars & killer satellites can also be upgraded to counter this threat. Includes four decks of cards. **\$40.00**

THE MIDDLE POWERS Introduces two new superpowers: the Federation of Australasia & the Dominion of Canarcotia, allowing an extra 1 or 2 players to join in on the mayhem! Contains 216 plastic markers. **\$30.00**

UNCONVENTIONAL FORCES The sinister side of world politics, assassins, spies, saboteurs & exclusive, top-secret weapons. **\$35.00**

WARLORDS & PIRATES Neutral territories/seas now become the domain of militant regional forces that can harass or aid the players. **\$25.00**

MEGA SUPREMACY RULEBOOK 188 page softcover detailing the basic mechanics plus the rules introduced in the expansion sets. Includes tribute payments from foreign territories, fully detailed turn stages with expansion phases, reference charts, build tables, treaty forms, bond certificates, etc. **\$45.00**

MEGA SUPREMACY MAP So much for being a large vinyl map! It's a large map alright, but only flimsy paper printed on one side. But it is rather large, and you will easily be able to fit all those plastic pieces on it. **\$40.00**

THE FLEET SERIES

VIC 2nd FLEET ***
A comprehensive series of strategic naval warfare, with battles being resolved in tactical detail. Each counter represents individual ships or aircraft squadrons. Time scale is 8 hours per turn - map scale is 46 miles per hex. Three levels of rules complexity offer a comprehensive, but not unwieldy, system that covers base/port damage & repair, squalls, Marine assaults, tactical nuclear warfare, fuel & ammunition depletion & replenishment, satellite detection, etc. This game covers the Soviet Red Banner Northern Fleet's battle with NATO for control of the North Atlantic & Arctic Oceans. Contains 644 counters (from 7 nations), two 22"x32" maps, 10 scenarios. **\$75.00**

VIC 7th FLEET ***
The Soviet Red Banner Pacific Fleet must stop the Americans from reinforcing South Korea as North Korean forces make a second invasion. Components include 740 counters (from 11 nations, including Australia), and three 22"x32" maps. Features 9 one-map scenarios, and 4 advanced campaign games. The rules include shallows, drift ice, cruise missiles, limited detection, AEW aircraft, in-port replenishment, minelaying, weather effects, and more. **\$85.00**

VIC 8th FLEET ***
Naval conflicts in the oil-rich, volatile Mediterranean. Contains 644 counters represent 16 nations, two 22" x 32" maps, and 14 scenarios, including a campaign. **\$80.00**

VIC 5th FLEET ***
Covers the battle for the Indian Ocean, a brutal confrontation between Russia and NATO that will determine who controls the Persian Gulf, and its vital oil supplies. Includes the variable alliances of India, Iran & Indonesia. Components feature 740 counters (representing 21 nations), plus three 22"x32" maps. The game includes 9 scenarios & 3 three-map campaigns. Mechanics cover deep-diving Soviet subs, weather, sea-skimming SSIMs, helicopter mine-sweepers, mid-air refueling, sea-skimming missiles, stand-off ASW attacks, and more. **\$85.00**

VIC 3rd FLEET ***
A medley of naval operations with three 32"x22" maps - features 12 one-map scenarios that cover a major Soviet offensive in the inhospitable waters of the North Pacific Aleutian Islands; the mother of all Cuba missile-crises in the 1990's Caribbean; and an awfully destructive slug-fest in the confines of the Atlantic, English Channel & North Sea! Features 740 counters - representing the navies of 15 nations, each ship is evaluated in 10 different areas of modern combat. New mechanics include stealth aircraft, torpedo decoys, long range SAM's, the Soviet Tbilisi carrier, and U.S. seawolf submarines. **\$80.00**

SCIENCE FICTION

FAS BATTLETECH 3rd Edition **
By the 28th Century, mankind had spread civilization to hundreds of worlds, spanning hundreds of lightyears out from Earth. But then began the Succession Wars, horrible conflicts which destroyed technology and human life without precedent. By 3025 AD, war had reduced very much to attrition - great 10 meter tall war machines called BattleMechs ruled the battlefields, but once destroyed, were not easily replaced. Hence the Mechs on the field were mostly decades old, patched up time and time again, just to keep them in the field. The few factories not destroyed in the Wars turn out a pitifully small number of new mechs.

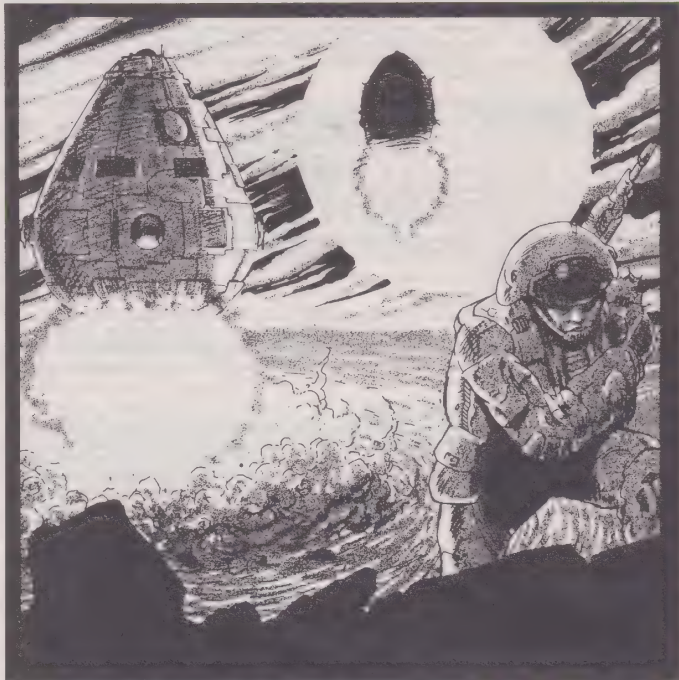
Enter the world of BATTLETECH, where men & women piloting these great machines fight desperate battles over these few production facilities, neighboring space, and limited water reserves. The Mechs are true titans, unequalled by any prior technology, each bristling with enough weapons to destroy a modern day tank battalion, soaking up their punishment with sophisticated ferro-fibrous armor and titanium frames. This 3rd edition comes with a 56 page rulebook (updated to the BATTLETECH COMPENDIUM) that covers heat build-up, piloting skills, critical hits, physical attacks (punching, etc), movement, combat, etc. It also has 4 scenarios, details on the Successor

States, Mercenary Companies, Bandit Kings, MechWarrior Families, 'Mech anatomy & Regimental organizations. There are two 22"x17" maps & 14 plastic miniatures: BattleMaster, Archer, Shadow Hawk, Griffin, Thunderbolt, Rifleman, Wolverine, Marauder, Wasp, Ph Hawk, Locust, Warhammer, Stinger & Crusader, direct castings of Ral Partha Mechs! **\$39.95**

THE BATTLETECH COMPENDIUM
Once you've mastered BATTLETECH 3rd Ed, you'll be ready to update your game to 3050, where old technologies have been recovered, allowing new weapons such as pulse lasers, Streak SRMs, Ultra and shotgun autocannons, and new defenses such as Xtra Light engines, double heat sinks, foam titanium frames, etc, to be used. The COMPENDIUM contains ALL the rules required to play BattleTech and AeroTech, and covers all weapons and defensive technologies, designing mechs, turn sequence, advanced rules, optional rules, infantry, vehicles, VTOLs, etc. A 144 page book with color plates. **\$16.50**

BATTLETECH COMPENDIUM: The Rules of Warfare
The rulebook that updates the previous Compendium and includes all the rules from 1 and 2nd Edition 3rd Ed, plus from other sources, such as the Tactical Handbook. It also includes expanded information on the BattleTech universe, general TechMech and OmniMech designs, rules for miniature play, and a new BattleTech Data Book. **\$40.00**

BATTLETECH COMPENDIUM: COMBAT
At the time of the above revised Compendium on COMBAT for use with Windows 3.1. But it also includes graphics and data displays of the mechs from BattleTech 3025, 3050 and 3055, as well as other vehicles. It has a complete injury counterpoint and wound sheet/priorities system, a table of complete armament effects in action. Due Dec. **\$85.00**



BATTLELANCE Miniatures Rules
This is not a FASA product. This is an update on the fast-play BattleTech miniatures rules that are contained in White Metal. These rules are 32 pages long, & you must have the BattleTech Compendium to use them. They allow players to use from 16 to 30 mechs each. There is no paper record keeping. All damage is recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Comstar, and Wolf's Dragoons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbrigen and bidding. **\$3.00**

BATTLEFORCE
An independent wargame that pits regimental battlegroups in combat. Players get to lead an integrated force of Lances (Light, Medium, Heavy, Assault & Fire 'Mechs), tracked, wheeled & hover vehicles, plus infantry & artillery units. The rules cover Air Lances, Dropships, Lance & Regiment creation, campaign play, overburn abilities, step reductions (accumulative damage), combat experience & limited intelligence. Contents include 450 counters (representing infantry platoons, or 4 'Mechs & vehicles), plus two 22"x34" maps (180 metres per hex). **\$60.00**

BATTLESPACE
This is a complete game of aerospace and starship combat in the BattleTech universe. It replaces AeroTech. Set in 3056, it includes all the stats on Jumpships, Dropships, and Star League and Clan warships. The rulebook includes Clan rules of engagement, special actions such as evading, roll-overs, etc. Optional rules include nuclear weapons, atmospheric effects, hyperspace travel, repairs, full construction rules, etc. There are heaps of full color counters, maps, & dice. **\$55.00**

AEROTECH KIT Just the counters & map, for use with the COMPENDIUM. **\$15.00**

BATTLEMECHS This box contains the 14 plastic miniatures contained in the new 3rd Ed BattleTech. They are direct castings of the Ral Partha metal figures. **\$27.00**

BATTLETECH INTELLIGENCE OPERATIONS HANDBOOK Something strange is going on - mercenary units are disappearing. They finish their contract, and then disappear. Who are what is behind this? Is one House secretly hiring these units? Or are they being destroyed in secret? This sourcebook reveals inside info on the intelligence agencies of the five Houses, Wolf's Dragoons, the Clans, and Comstar; new archetypes & personal equipment. **\$34.95**

BATTLETECH MAP SET #2 8 22"x18" maps: scattered woods, city ruins, desert hills, mountain lake, river valley, lake with woods, plus the CityTech & BattleTech maps. **\$35.00**

BATTLETECH MAP SET #3 Contains eight 18"x22" map sheets depicting two each of: desert mountains, desert sinkholes, rolling hills, and city (residential) hills. **\$35.00**

BATTLETECH MAP SET #4 Contains eight more 18"x22" map sheets, featuring two each of heavy forest, city streets, large lake, and a drainage basin. **\$35.00**

BATTLETECH RECOGNITION CARDS 160 mechs, each with their own card, full color, all relevant game stats, color key which breaks mechs into 3025 & 3050 or Clan, and weight class. Each mech is also given its Mechforce USA combat value. **\$40.00**

BATTLETECH REINFORCEMENTS II Boxed set with 82 colour 'Mech counters from the TECHNICAL READOUT 3050. Includes prepared record sheets & plastic stands. **\$45.00**

BATTLETECH TACTICAL HANDBOOK An advanced rules supplement for BattleTech. It provides advanced rules and equipment that enable players to add new depth and intensity to their games. Guidelines for creating long-term campaigns and double blind games, formulas for calculating the combat values of all BattleTech units. It contains new weapons designed to deal with the Clans, such as Extra Long Range Missile Launchers, and a new level of tournament play, including using sensors, hidden movement, etc. **\$24.00**

CITYTECH 2nd Edition This is going to be absolutely hell! It contains updated rules for all urban warfare, infantry and artillery, to make it the same as the BattleTech Compendium but the biggest addition is that it contains 16 new plastic mechs, including Iron Clan ones! Two each of: Jumpjet, Destroyer, Orion, Victory, & Elder Warrior, Black Hawk, Mail Car & Grapple; all being direct castings of the Ral Partha metal. Due July. **\$55.00**

CITYTECH KIT Contains 2 22"x17" city maps, & 256 counters depicting various 'Mechs, buildings, vehicles & infantry. The rules appear in BATTLETECH COMPENDIUM. **\$15.00**

COMSTAR SOURCEBOOK Examines the reclusive information power-broker of the Inner Sphere, and its military splinter sect - the Word of Blake. Includes new 'Mechs. **\$30.00**

DAY OF HEROES A campaign pack giving scenarios to recreate the battles fought by Alex Carlyle in the March Rebellion, as seen in Blood of Heroes novel. This module also finishes off the

- novel Blood of Heroes, which ended without resolving the combat situation. **\$16.50**
- ▶ **HOT SPOTS** Rulebook adding further rules regarding being a mercenary. Nov. **\$22.50**
- ▶ **LUTHIEN** Scenario pack which details the entire Clan invasion. With map. Due Jan. **\$22.50**
- ▶ **MCCARRON'S ARMORED CAVALRY** Campaign with 14 scenarios, regimental back-ground & a point-based system on customising the defending forces for variety. **\$16.00**
- ▶ **MECH RECORD SHEETS #1: LIGHT** Pre-generated record sheets for 54 different 'Mech types, each with an armor diagram, vehicle data, critical hit table & heat scale. **\$16.00**
- ▶ **MECH RECORD SHEETS #2: MEDIUM** 60 'Mech variants. **\$16.00**
- ▶ **MECH RECORD SHEETS #3: HEAVY** 72 'Mech variants. **\$16.00**
- ▶ **MECH RECORD SHEETS #4: ASSAULT** 50 'Mech variants. **\$16.00**
- ▶ **MECH RECORD SHEETS #5: VEHICLES** Armor charts & technical specifications for 39 tracked 20 wheeled vehicles, 25 hovercraft, 3 naval vessels, 8 VTOL systems. **\$16.00**
- ▶ **MECH RECORD SHEETS 3025** Record sheets from Tech' Readout 3025. **\$16.00**
- ▶ **MECH RECORD SHEETS 3055** I think the title adequately explains all. **\$16.00**
- ▶ **MEDIUM OMNIMECH TECHPRINTS** Stunning full color cut-away views of the four Clan medium omnimechs. Each print is 22" x 34". **\$33.00**
- ▶ **OBJECTIVE RAIDS** A campaign sourcebook detailing the unit disposition of all known Inner Sphere & Clan forces, down to Battalions. All the major industrial worlds are also listed, with data on 'Mech manufacturing, component products, and garrison units. 192 pages. **\$30.00**
- ▶ **PLASTECH** Contains 16 1/28th scale plastic 'Mech miniatures - two each of the following: Atlas, Blackjack, Catapult, Hunchback, Loust, Panther, Trebuchet & Valkyrie. **\$35.00**
- ▶ **SOLARIS VII** Boxed set detailing a mercenary world devoted to spectacular gladiatorial contests, and the machiavellian intrigues of Inner Sphere politics. Contains two 64 page books, eight colour 22"x35" maps (including the 5 Great House arenas!), a comprehensive 'Mech dueling system with extra tactical options, and 12 very nasty arena 'Mechs. **\$60.00**
- ▶ **SOLARIS: THE REACHES** Information on the seedier side of Solaris and includes maps of more arenas where a warrior can find glory or death. **\$34.95**
- ▶ **TECHNICAL READOUT #1 3025** Includes game statistics, technical background, and an illustration for 55 'Mechs variant s, plus conventional vehicles, combat aircraft, etc. **\$25.00**
- ▶ **TECHNICAL READOUT #2 3026** Vehicles & infantry combat equipment. **\$25.00**
- ▶ **TECHNICAL READOUT #3 2750** Earlier 'Mechs & conventional weapons. **\$25.00**
- ▶ **TECHNICAL READOUT #4 3050** The Clan Omnimechs, Omnifighters, Battlearmor, and all the standard Inner Sphere mechs now using the new technology. **\$30.00**
- ▶ **TECHNICAL READOUT #5 3055** Illustrations (some in colour), descriptions & stats for Inner Sphere 'Mechs, Clan Omnimechs & Omnifighters, 2nd-line 'Mechs, and refits! **\$30.00**
- ▶ **TECHNICAL READOUT #6 3057** Dropships, Jumpships, Warships With Battlespace came a new age of space combat and technology. Both the Inner Sphere and Clans are rapidly building up their inventories in expectation of the renewal of war. All the latest dropship, warships, jumpships and aerospace fighters are covered here. Includes Battlespace rules clarifications & record sheets. **\$30.00**
- ▶ **TUKKAYID** An expanded scenario pack that recreates the entire Tukayid campaign between the Clans and Comstar. Includes a unique bidding system. Due July. **\$24.00**

See MECHWARRIOR (in the Roleplaying section) for more BATTLETECH products & novels.

STE CAR WARS - THE NEW EDITION, COMPLETE REVISED. Coming soon.

- TAS **FEDERATION & EMPIRE (DELUXE) 3rd Edition** ***
- A comprehensive campaign set in the STAR FLEET BATTLES universe - the Coalition (Klingon, Lyran & Romulan) wage total war with the Alliance (Federation, Kzinti, Hydran & Gorn) for galactic supremacy. Mechanics include clocked movement, fleet repair docks, convoys, battle intensity, capturing ships, carrier groups, PF flotillas, neutral races, scouts, maulers, supply, provincial & planetary income, deficit spending, shipyards, ship conversions, the Klingon B10, Orion Pirates, planetary defenses, and the Tholian Web. Components include an 80 page rule/scenario book, 1512 counters (individual ships & squadrons), plus two 19"x23" maps (1,630 light years per hex). An impressive game that incorporates brutal tactical duels, sweeping fleet maneuvers, and economic strategy... but it's rather expensive! **\$99.00**
- ▶ **CARRIER WAR** Expansion for F&E, with Federation SWACs Electronic shuttles, individual carrier and escort counters, Klingon swarm attack groups, setup charts for scenarios, two major scenarios, the 2nd can be a huge campaign, 48 page rulebook, 324 counters, 32 p setup. **\$40.00**
- ▶ **SPECIAL OPERATIONS** Includes stasis field generators, electronic warfare, light tugs & tug pods, auxiliary carriers, & two scenarios. With 324 counters, 16 page rules, 6 charts, and a special scenario mini-map. **\$22.50**

- GLO **LEGIONS OF STEEL** *
- A fast paced miniatures game of conflict in the near future. Human commandos in power armor invade an enemy base complex or spaceport, and are assaulted by hordes of killer android organisms, including skeletal G1 Nightmares, and the Mark 1 Assault Fiend. The game is fast moving and has a Space Hulk feel. Components include 19 metal miniatures (called 25mm but really around 30mm), 48 full color interlocking map templates, 86 color counters, 24 stand up doors, rulebook containing 8 scenarios, etc. For 2 players, each game 1 to 3 hours. **\$99.00**
- ▶ **LEGIONS OF STEEL UNLEADED**
- The exact same games as above, except with standup cardboard pieces instead of the metal miniatures. The result is a cheaper price **\$75.00**
- ▶ **LEGIONS OF STEEL DEMO MACHINE**
- A nonlicensed, complete game of Legions of Steel, packaged in a neat miniatures case, complete with 9 40mm metal miniatures. Has a reference sheet, paper map, counters, and 98 page rulebook (with tiny pages). Focuses on the United Nations in space taking on borgs on space hulks. **\$40.00**

- STE **OGRE MINIATURES RULES** **
- In conjunction with the excellent OGRE miniatures recently released by Ral Partha, these rules are superb. Play is done without hexes, and the book is profusely illustrated and contains many color photographs. Rules include detailed yet playable movement and terrain rules, die cut templates, historical timeline, Tables of Organisation including 10 Ogres, the usual conventional units & archaic armor, command posts, bridges, emplaced weapons, revetments, jamecreens, minefields, camouflage, etc. Point values are included for all units. Highly recommended. **\$35.00**

- FAS **INTERCEPTOR** **
- The tyrannical Terran OverLord Government and its ruthless armada are set to conquer the galaxy. Now the Commonwealth's renegade legions dare to resist the New Rome Empire. This is an entertaining ship-to-ship combat game between fighters, gunboats & corvettes. The basic movement & combat mechanics are enhanced by a detailed damage system when a ship is hit a weapon's effect templates is used to carve damage out of the target's armor, when a hit actually penetrates the guts of a ship a comprehensive flow-chart is used to selectively destroy the on-board systems until something nasty & terminal happens. Further rules cover atmospheric combat, campaign play, space installations, ship construction, asteroids, and variable missile warheads. Components include 156 counters & two 21"x35" maps. **\$90.00**

- BUF **NUCLEAR WAR** *
- A beer and pretzels, tongue in cheek game that takes off the Cold War. It is basically a card game which includes international diplomacy, propaganda, and potentially, nuclear holocaust. 2 - 6 players engage in touchy negotiations until a warmonger pushes the button. Easy to learn and fast to play. But if everybody is wiped out in a holocaust, nobody wins. Includes 100 cards with warheads, missile & anti-missile, secret & topic secret, propaganda, 40 population markers, player mats, rules. **\$45.00**
- ▶ **NUCLEAR ESCALATION**
- A stand alone card game, which can also be combined with Nuclear War if desired. It follows the same basic format, but adds new cards and tactics, such as space platforms (for purposes of peace, of course), supervirus, spy, cruise missiles, etc. With 108 + cards, bomb die, player mats, etc. **\$45.00**
- ▶ **NUCLEAR PROLIFERATION**
- Also a stand alone card game, which can be combined with the previous two games. You choose which farical country you play, use its special powers, secrets, top secrets & propaganda, and try to take over the world. New weapons/cards are stealth bombers, subs, scud missiles, atomic cannons, patriot missiles, saboteurs, etc. A lesson in the futility of atomic warfare. **\$45.00**

- FAS **PREFECT** **
- An ambitious boardgame that simulates operational-level planetary assaults. The attacker's fleet 88begins the invasion, capturing moons & trying to draw the defender's reinforcements out with feints. Once the target world's orbit is secured freighters & troopships, competing against enemy fighters & air defenses, deliver ground forces for the final phase. Formations of armor & infantry slug it out in a desperate struggle for cities & fortifications. This game has it all, mechanics include covering naval forces, orbital bombardment platforms, troop drops, bridgehead supply, artillery, fatigue, engineers, space combat, and more. Includes an operational briefing book, over 800 counters, 21"x34" planet map, a 21"x34" system map, scenarios, DYO invasion options, & campaign notes. **\$65.00**

- IRO **SILENT DEATH UNLEADED** **

A vast galactic empire collapses, its great navy literally beheaded by the Emperor's death. A high-tech feudal war begins as the fragments of civilisation jostle for prominence. This is an entertaining tactical simulator of battles between proud Starfighter Wings. The fast-playing mechanics cover missiles, torpedoes, drifting, asteroids, damage control, gunnery duels, damage tracks, etc. Starship pilots & gunners have variable skill levels which improve with every successful mission, thus promoting campaign games. Includes six 22"x17 maps, 172 counters (with 40 colour starships), and 13 (+DYO) scenarios. Note new price. **\$32.00**

- ▶ **OVERKILL: THE PTOLEMEAN WARS**
- A module of interstellar warfare between the Colosian Fleet & House Ptolemus. Includes 7 new fighter & 2 gunboat designs, 12 fighter wings, 12 scenarios, 2 campaign games, Rules Annex #1 (new cannons, projectors, warheads, pilot luck, life pods, etc), plus 180 counters. **\$22.00**

- ▶ **NIGHT BROOD**
- The Hatchlings swarm forth from within the depths of the Clutch Worlds, alien starfighters eager to throw back the human frontier. This box set includes 6 metal miniatures, a hatchling sourcebook, colour counters, scenarios, 8 Terran fighter wings & special Hatchling dice! **\$32.00**

- TAS **STAR FLEET BATTLES CAPTAIN'S EDITION BASIC SET** ****
- This boxed set contains a 224 page rulebook (with an introductory section), a 24"x20" starmap, 216 counters and a 48 page SSD book (vessel stats). SFB is a serious, sprawling multi-player starship slugfest of a campaign where seven galactic empires compete in the exploration & conquest of space. The rulebook covers movement, combat, direct-fire weapons, seeking weapons, drones, plasma torpedoes, ship's systems, power systems, shuttlecraft, mine warfare, terrain (asteroids, black holes, etc), racial backgrounds, scenario play (with 18 scenarios, including 4 against space monsters), campaign play & designer's notes. **\$65.00**

- ▶ **SFB ADVANCED MISSIONS**
- Boxed rules expansion that contains a 192 page rulebook that covers (take a deep breath...) erratic maneuvering, catastrophic damage, passive fire control, surprise, advanced drones, the deadly mauler, new mines, rapid-fire plasma guns, super computers, elite crews, legendary commanders, gravity waves, ion storms, supremovae, 3 new monsters, 20 scenarios & more! There is also a 144 page SSD book (with stats for over 100 new ships), & 216 counters. **\$65.00**

- ▶ **CAPTAIN'S RULEBOOK**
- This comprehensive, and rather expensive boxed set contains the CAPTAIN'S EDITION BASIC SET rules described above, the ADVANCED MISSIONS rulebook, the New Worlds I & II modules, 10 page dividers with reference charts, and some SFB stickers (for a binder). Note that there are no starship counters in this boxed set - you MUST have Capt's Ed Basic Set. **\$90.00**

- ▶ **CADET TRAINING MANUAL STAR FLEET BATTLES** for beginners. This 48 page primer covers movement, combat, energy allocation, drones, torpedoes, etc. Includes a 11"x15" star-map, 40 counters, 13 scenarios (each introducing new rules), & 9 SSD ship forms. Cute! **\$15.00**

- ▶ **CAPTAIN'S LOG #9** 80 page book containing story, weapons, scenarios, map, tactics, Fed & Emp article, & 4 new carrier SSDs. **\$18.00**

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- ▶ **MODULE C2: New Worlds II** Details the weapons, ships & history of the Andromedan invaders, the Neo-Tholian Squadron (with their web snare & web fist), and the Interstellar Concordium. Contains 9 scenarios, Master Ship Charts, 47 SSDs, 108 counters. **\$30.00**

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- MB **BATTELMASTERS** *

- Okay, this is really a kids game, aimed at ages 8 and up, and the rules are simplified to the point of stupidity, but aside from that, the game is really worth considering. The components are absolutely without compare: a full color, hex grid vinyl map that is 4.5 feet by 4.75 feet, 103 plastic figures, including 1 Ogre champion, 6 goblin wolf riders, 3 mtd chaos knights, 10 orc swordsmen, 10 goblin swordsmen, 10 chaos beastmen, 10 chaos warriors, 10 chaos archers, 9 Imperial mtd knights, 3 Imperial mtd Lords, 15 halberdiers, 10 archers, 5 crossbowmen, 1 huge cannon & crew. Other items include a plastic tower, plastic movement trays, heaps of tokens and playing cards, etc. If you don't like the rules, it would be difficult to either adapt them, or even use some other rules such as Warhammer Fantasy Battle. But either way, the game's well worth the figures **\$99.00**

- TSR **DRAGONSTRIKE** *

- An easy to play new boardgame which comes with a Video tape (in PAL: this is the UK version), which gives a 30 minute live action & computer animated adventure which sets the tone of the game. There are two massive double sided mounted mapboards, 100 full color playing cards, and 24 plastic

- ▶ **MODULE T: TOURNAMENTS** 1993 Tournament rules, 16 balanced tournament ships, tournament ideas for DF&E, Prime Directive, Star Fleet Missions, etc. **\$25.00**

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Ral Partha miniatures. There are 16 adventure scenarios which use all four settings: a foreboding castle, dangerous dungeon, mysterious forest, and dragon's den. **\$80.00**

TSR DUNGEON! 2nd Edition

1 to 12 young players lead individual adventurers, either grizzled warriors or powerful Wizards, as they explore labyrinthine catacombs. Silent corridors worm their way thru the underworld, portals loom out of the darkness. Behind these grim doors hide all manner of hideous beast; from foul Orks to Evil Sorcerers & puissant Dragons, for those brave heroes who can slay such adversaries there is the reward of treasure. The player's search for loot leads them ever deeper into the Dungeon, where they must face stronger foes, and if victorious they will receive mighty artifacts! Features a 21"x35" mapboard, 250 illustrated cards (for characters, monsters, treasures & spells) and 6 plastic Hero miniatures. **\$50.00**

TSR GREYHAWK WARS

2 to 6 heroes lead armies along the bloody path of conquest in this absorbing game of empire building in the Flanaess, from the AD&D world of Greyhawk. This is a simple, colourful simulation that allows players to dabble in both careful diplomatic entreaties, and ruthless military aggression. Mechanics cover fleets, fortifications, heroes, treasure quests, army recruitment, racial abilities, alignments, etc. Components feature 416 counters, two 21"x32" maps (using area movement), and over 150 cards depicting special events, mercenary bands, treasure & countries (given to players when they are captured). Features 4 scenarios, plus a 32 page campaign history. **\$45.00**

GAM KERRUNCH

A fast-playing two person game of fantasy football (based on the American style Gridiron, without the commercials). Teams of Orcs, Humans, Elves & Dwarves must attempt to score three touchdowns to win, or at least ignore the pigskin and prove their mettle by kicking a few heads - yes, it's about as mindless as the real thing! A very simple game for all young 'uns shy of big, nasty rulebooks - but quite comfortable with the concepts of sporting violence! Components include twenty-four 25mm plastic Citadel miniatures, a 16"x32" playing field, and 4 small pages of rules (moving, tackling, passing & recovering). **\$25.00**

AVA LEGENDS OF ROBIN HOOD

Within the lush expanse of greenwood in 12th century England, Robin Hood, Little John, Friar Tuck, Will Scarlet & Allan A'Dale compete for accolades from the oppressed peasants. These affable outlaws must outdo their fellows in amassing the most gold by winning archery contests, recruiting stout yeomen, or robbing wealthy reavers. But unwary players can fall into the clutches of the Sheriff's rough lads, to face the wrath of Prince John or Sir Guy in Nottingham castle's dungeon! It's all good wholesome fun, great for the little 'uns and energetic families. Components include a 16"x22" colour mapboard (area movement), various counters (lure, merry men, etc), 64 illustrated cards, and 2 pages of rules! **\$25.00**

AH MAGIC REALM 2nd Edition

Heroic pulp fantasy for 1 to 16 players - each of whom controls a major character whose base ambitions involve being filthy rich and powerful. Rather complex game mechanics include special character abilities, a comprehensive combat system (involving fatigue, direction of attack, fighting maneuvers, etc.), solitaire play, commerce, artifacts, the five colours of magic, hirings, character purchases & caching, healing, etc. Components feature 20 colour land tiles (used to create variable terrain settings), 121 cards (spells & treasure) and 476 counters (a host of monsters & various equipments). An epic campaign game of perilous adventure, but only if you can read the 80 page rulebook! **\$60.00**

GAM MAN O' WAR

A stunning new game from Games Workshop - naval action in the Warhammer Fantasy world. A game that really gives the feel of great warships plowing through the seas, guns firing and crews poised ready to board the enemy ships in bitter hand-to-hand struggles. There are no hexes, movement is done on a flat surface, being a combination of turning, movement distance, wind direction, oars, etc. There are ships of the line, making the bulk of the fleet, and the great Men O'War, mighty ships that are the foundation of your fleet. Each ship has it's own stat card, which includes all relevant damage details, and the ship's stats. The game comes with rules, painting guide, 6 plastic pirate wargalleys, 6 plastic Imperial wargalleys, two packs of 32 cards, hundreds of counters for magic, damage, crew, debris, etc, & card islands, shorelines, etc. **\$75.00**

◆ **PLAGUE FLEET** Adds rules for the most deadly adversaries in the Warhammer world, including: Chaos Plaguefleets, with the Champions of Khorne, Slaanesh, Nurgle, & Tzeentch sailing forth in Bloodships, Hellships, Plagueships, Great Winged Terrors, Chaos Deathgalleys, Chaos Dwarf Fleets from the Ziggurat city of Mingol Zhar-Naggrund with Battlebarges armed with the largest and most destructive cannons and rocket launchers ever devised; and Skaven Clanfleets, with Doombringers with great spiked paddle wheels. Includes ship data cards, two packs of playing cards, and hundreds of counters and templates. **\$44.95**

◆ **SEA OF BLOOD** Contains new rules for Sea Monsters and Flying Creatures. Monsters include Triton, Sea Elemental, Kraken, Sea Dragon, Megalodon, Promethean, Black Leviathan, Gargantuan, & Behemoth. Flying Creatures include Bretonian Pegasus Riders, Dwarf Gyrocopters & War Balloons, Elf Dragon Riders & War Eagles, Imperial Griffin Riders, Orc Wyvern Riders, Dark Elf Manticores, Lords, Chaos Dwarf Taurus Riders and Lords of Chain. Includes data cards, monster cards, and counters. **\$44.95**

GAM MIGHTY WARRIORS

From the sewer's serpentine tunnels a coven of Skaven, plus a lone chaos Wizard, launch a sudden raid on a castle. Three brave adventurers must lead a party of hesitant militia on a counter-attack to rid the castle's chambers of the evil ratmen! This is a very simple game for 2 to 4 players. Components include 36 plastic 25mm Citadel miniatures (20 Skaven, 12 warriors, 1 Dwarf, 1 Elf, 1 Knight & 1 Wizard), and 12 colourful room-tiles. Fast 'n' fun game for beginners - with only 3 small pages of rules, you can't expect much more than that! **\$38.00**

AH TITAN

A rip-roaring fantasy slugfest for 2 to 6 players, each of whom becomes a Titan vying for domination. These Titans move about the abstract 16"x22" Masterboard trying to muster the largest legion of fantastic beasts - in each terrain-locale on the Masterboard a new critter can try to be coerced into a legion. When opposing legions clash on the Masterboard play is transferred to one of eleven 8"x11" Battleground maps (dependent on the terrain-locale in which they collided) where a tactical brawl develops. With every victory a Titan becomes more powerful, and may continue to attract recruits. As you can read, this is little more than a glorified, dice-flingin', beer-guzzlin', splatterfest frenzy, but it's fun! The mechanics are simple, and include teleportation, rangestriking, summoning angels, etc. With 621 large, attractive counters. **\$65.00**

GAM TALISMAN 3rd Edition

The all new and completely revised Talisman, now presented in one of Games Workshop's "big" boxes. It is a game played in a mythical world of dragons and sorcery. As a wizard, warrior, elf, dwarf, or one of seven other characters with special powers, each player must set off on a quest to find the Magic Talisman. The journey will be filled with danger - monsters, traps, and evil beings are awaiting to defeat your character. With skill and luck you will survive to find the Crown of Command the greatest treasure of them all. This game contains a mounted gameboard, 11 miniatures, 11 character cards, 129 adventure cards, 30 spell cards, 40 purchase cards, tower, talisman, load cards, over 100 counters, 32 coins, etc. A good fun romp. **\$90.00**

AH WIZARDS QUEST

One of the most popular fantasy board games ever designed. For two to six players, the mapboard portrays the island of Mamon, which has been divided into 36 territories and eight castles. Orcs are placed in one third of these places, and players in turn place their men in the remaining unoccupied spaces. An opposing player then places your treasure (the goal of your Wizard's Quest) in the most inaccessible spots he can find. The Orcs receive random reinforcements, a powerful dragon flies around randomly, and your wizard occasionally comes to help. The first player to collect all three of his treasures wins the game. With superb full color mapboard, one sheet of counters, 35 Petition Cards, one instruction folder, two dice. **\$50.00**

SPORTS GAMES

AH PAYDIRT

The authentic pro football action game. It is not a spinner and dice game, but a game of think and double think. During play you must deduce what you think your opponent will call. Your opponent is doing likewise. Calls of each player are cross-indexed on the proper Play/Action Team Charts to get the final loss or gain. So if you've got the worse team of the season, you will need to develop a plan to overcome this handicap. Highly suitable for solitaire play. Includes gridiron playing board, rules folder, complete set of play/action team charts for every AFL/NFL team, scorepad, plastic football and ten yard marker, play aid charts, special numbered dice cubes. **\$55.00**

AH STATIS PRO BASEBALL

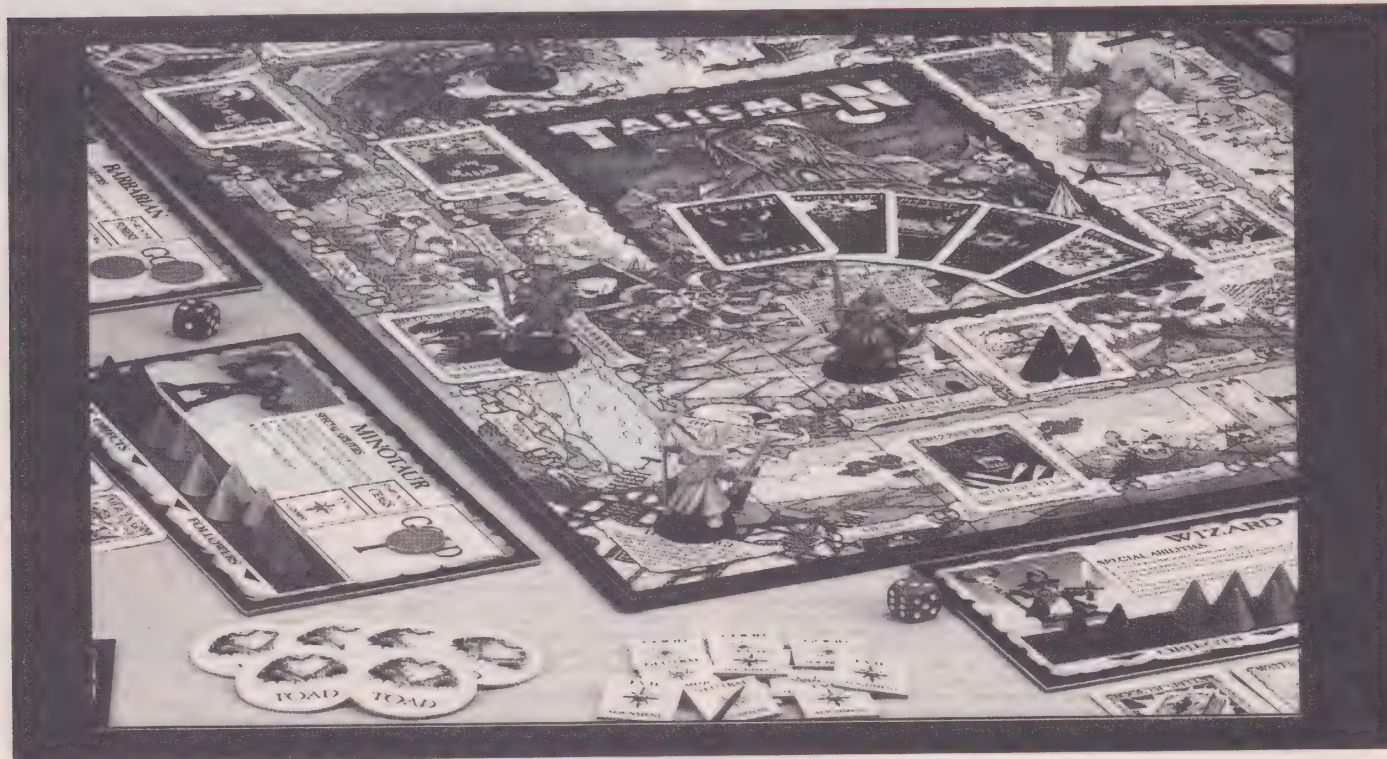
The game of Professional Baseball. There are no dice, no chance cards. The heart of the game is the fast action system. The game comes with over 700 cards - one for each player of every big league team that performed regularly in the previous season. You can even replay an entire season, and the game is so realistic that you will probably get the same result. Highly suitable for solitaire play. Now you can ask these questions and find the answers - did the best team win the World Series? Were the MVP awards deserved, etc. **\$85.00**

AH STATIS PRO BASKETBALL

The game of Professional Basketball. You are the coach, you pick the starting lineup, send in the substitutes, and call plays in crucial situations. But your players will only perform up to their potential: each is accurately rated to recreate his season statistics in shooting, fouls, rebounds, blocked shots, assists, steals, etc. The Fast Action Card system with a 200 card deck keeps the game pace high, and also allows solitaire play. **\$65.00**

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A locally produced game featuring stunning components. You lead a soccer team just entering the World Cup. Ranged against you are 23 other teams all bent on halting your bid for victory and glory. Your team has a variety of skills but only the best use of that ability will lead your team to the trophy. The game comes with 84 National Teams that allow you to play every World Cup since its inception in 1930. You can even make up your own World Cup campaigns with your favourite teams. Each team is rated based on its historical performance. Can you outscore the fluent Brazilian attack or break down a strong German defense? For 2 - 24 players, with 2 82cm x 58cm gameboards, one for Olympic and one for World Cup, 84 National Team tokens, 192 playing cards, rules, etc. **\$60.00**



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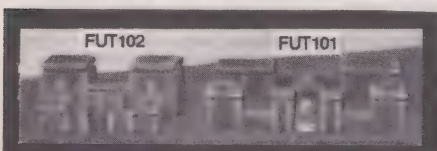
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Beyond Valor - Module 1 Crazy Special \$55.00 Normally \$90.00

Contains almost 2,500 counters of German and Soviet WW2 tanks, vehicles, guns, mortars, infantry types, etc. Includes mapboards 20 - 23, and 10 scenarios.

Yanks - Module 3 Crazy Special \$50.00 Normally \$80.00

The American expansion set, with over 1,000 counters for US AFVs, guns, infantry units, support weapons, etc, 4 mapboards (16 - 19), 8 scenarios, Chapter E, and US vehicle notes.

West of Alamein - Module 5 Crazy Special \$60.00 Normally \$99.00

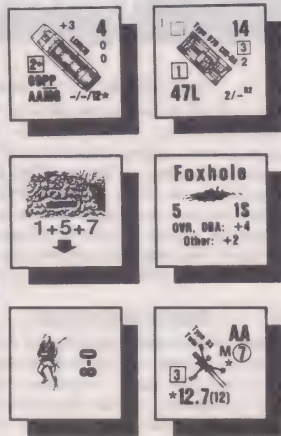
The expansion set that covers the British Army of WW2. Over 1,200 counters for everything from the 2nd Paratrooper to the Churchill Crocodile. Includes Chapter F, which covers deserts, etc, & 5 mapboards and six pages of terrain overlays.

Code of Bushido - Module 8 Crazy Special \$55.00 Normally \$95.00

The Japanese of WW2. 680 counters covering all major Japanese vehicle, gun and troop type employed from the 1930s - 1945. With 4 mapboards, Chapter G (jungle warfare), overlays, etc.

Gung-Ho - Module 9 Crazy Special \$60.00 Normally \$99.00

Over 1,000 counters that deliver the tough US Marines to ASL, as well as the Chinese army and Japanese and Allied landing craft. Also 2 mapboards, overlays, more Chapter G, etc.



GMT CRISIS KOREA

Crazy Special \$50.00

Normally \$75.00

Allows you to fight a fear future war in Korea. Players have access to virtually all available military assets of North and South Korea, as well as large forces of the USA and PRC. The integrated, easy to learn air-land combat system allows for unit efficiency, armor effects, tunnels, light infantry, attack helicopters, Close Air Support, Cruise Missiles, & Korea's particularly tough terrain. Units are divisions and brigades. 600 counters, 2 x 22"x34" maps.

FASA BATTLETECH TECHNICAL READOUTS SPECIAL

Crazy Special \$45.00

Normally \$87.00

For all you Mech heads out there without the three most important Technical Readouts, this is the special you need. We will send you the 3025 Technical Readout, containing the 55 most famous old tech mechs; also 3050 Technical Readout, which not only upgrades the 55 most common Innerepoch mechs to new technology, but also introduces the Clan mechs and their weapons; and 3055 Technical Readout, featuring a new generation of mechs produced by both the Clans and Innerepoch. Also available individually:

| | | |
|-----------------------------------|-----------------------|------------------|
| BattleTech Technical Readout 3025 | Crazy Special \$15.00 | Normally \$27.00 |
| BattleTech Technical Readout 3050 | Crazy Special \$17.00 | Normally \$30.00 |
| BattleTech Technical Readout 3055 | Crazy Special \$17.00 | Normally \$30.00 |

NOVELS

TSR THE HARPERS SERIES (Well, most of it!)

Crazy Special \$30.00

Normally \$60.00

Featuring six independent novels that are set in the AD&D world of Forgotten Realms. The novels are also available individually, as below:

| | | |
|---|----------------------|------------------|
| The Perched Sea | Crazy Special \$6.00 | Normally \$10.00 |
| The Zhenitarrim are trying to drive a trade route through Anauroch, and have sent an army to destroy the fierce nomads. A woman and a harper join forces to unite the nomads. | | |
| Elfshadow | Crazy Special \$6.00 | Normally \$10.00 |
| Arllyn Moonblade is one of the best assassins in the Realms. And someone is killing off all the harpers, and she is a prime secret. She embarks on a quest to find the real killer, but there is something awfully strange about her moonblade... | | |
| Red Magic | Crazy Special \$6.00 | Normally \$10.00 |
| The evil Red Wizards rule Thay, a corrupt and wicked land in the Forgotten Realms. Some harpers go under cover in order to learn Zulkir Maligor's plans. | | |
| The Night Parade | Crazy Special \$6.00 | Normally \$10.00 |
| The Night Parade have taken captive the daughter of Arabel's leader captive, and the harpers are sent off on a mission to rescue her. | | |
| The Ring of Winter | Crazy Special \$6.00 | Normally \$10.00 |
| For centuries adventurers have sought the fable Ring of Winter, which makes the owner immortal and brings on an ice age. Artus Cimber knows where it is - but can he get it. | | |
| Elfong | Crazy Special \$6.00 | Normally \$10.00 |
| A mysterious spell is harming the bards of Waterdeep, changing their tales to dangerous ones. Khelben the archmage of Waterdeep hires Danilo Thann to help solve the mystery. | | |

GAM WARHAMMER 40,000 NOVELS

Crazy Special \$8.00

Normally \$24.00

We've been able to obtain stocks of two of the best Warhammer 40,000 novels. They are also available individually, as follows:

| | | |
|---|----------------------|------------------|
| Space Marine | Crazy Special \$5.00 | Normally \$12.00 |
| Follows the adventures of a group of Space Marines and Space Marine scouts, and features the Imperium's first encounter with the Tyranids, as they board living Tyranid spaceships. Only now do they learn the horrific truth behind the Genestealers... | | |
| Inquisitor | Crazy Special \$5.00 | Normally \$12.00 |
| An excellent novel following the adventures of the Inquisitor Jaq Draco. Starts off with a raging battle on a Genestealer infested world, and ends up investigating a strange sect of Inquisitors with a plot that could destroy the Imperium completely. | | |

ROLE PLAYING GAMES

TSR OUT OF PRINT SPELLJAMMER

Crazy Special \$63.00

Normally \$180.00

All of the following Spelljammer items have been dropped by TSR, so this is your last ever chance to grab them up - and at prices that are ridiculously low. Also available individually, as below:

| | | |
|--|-----------------------|------------------|
| Spelljammer Boxed Set | Crazy Special \$15.00 | Normally \$40.00 |
| Needed to use all other Spelljammer products. It includes campaign details, lots of strange vessels, races, new monsters, 3 solar systems, spells, combat, etc. With 2 96 page books, etc. | | |
| Legend of Spelljammer Boxed Set | Crazy Special \$18.00 | Normally \$45.00 |
| Explores the awesome Queen of Wildspace, a huge living city-ship. Details structure, personalities, abilities & secrets. With 2 large maps, rulebooks, etc. | | |
| War Captains Companion | Crazy Special \$15.00 | Normally \$45.00 |
| A boxed set of tactical ship to ship combat, with the War Captains Guide, Ship Recognition Manual, a Combat Rulebook, two starmaps, color counters, etc. | | |
| MC7 Spelljammer Monstrous Comp | Crazy Special \$8.00 | Normally \$20.00 |
| Your last chance to pick up the Monstrous Compendium of the Spelljammer critters & beasts. | | |
| CGR1 The Complete Spacefarer | Crazy Special \$11.00 | Normally \$30.00 |
| 128 pages with 9 new spacefaring character races, 20 PC kits, new equipment and proficiencies, ship and crew logistics, campaign play, castle design, spacefaring organisations, etc. | | |

TSR OUT OF PRINT AD&D

Crazy Special \$24.00

Normally \$85.00

Two popular TSR products which have been dropped - this is your last chance to obtain them. The first is **Maztica Boxed Set**, an expansion for Forgotten Realms. The second is the **Monstrous Compendium 5: Greyhawk**. Both items are also available individually, as below:

| | | |
|---|-----------------------|------------------|
| Maztica Campaign Boxed Set | Crazy Special \$18.00 | Normally \$45.00 |
| Explore the frontier beyond the Shining Sea, a new world of Aztec and Mayan like cultures presided over by brutal, bloodthirsty gods. This vibrant, primitive setting features 4 extra PC classes, as well as new spells, magic items, deities, etc. With 2 books and 4 maps. | | |
| MC5 Greyhawk Monstrous Comp | Crazy Special \$8.00 | Normally \$20.00 |
| TSR have just pulled the pin on Greyhawk, but we are giving you one last chance to pick up the Monstrous Compendium full of Greyhawk beasts. | | |

TSR OUT OF PRINT DUNGEONS & DRAGONS**Crazy Special \$50.00****Normally \$145.00**

Dungeons and Dragons has also been given the axe by TSR. The only thing still going is the new D&D game. The rest of the game has been moved into AD&D, as Mystara. But! We have been able to snaff up some six good titles - so be quick, they won't last long. The titles are also available individually, as below:

Wrath of the Immortals Boxed Set Crazy Special \$15.00 Normally \$40.00

Describes immortal level individuals and the outer planar world. Also details the campaign saga, DMing for low level dungeons, to hyper level dudes who rule kingdoms, etc. Features a mega slug fest of immortals plus the long awaited war between Thyatis and Alphatia.

Champions of Mystara Boxed Set Crazy Special \$18.00 Normally \$45.00

Builds upon the Princess Ark series presented in the Dragon magazine. Details the regions westward of the Known World, the use of skyships in your campaign, how to develop skyship crew member characters, etc. With 4 new maps.

Assault on Ravens Ruin Crazy Special \$5.00 Normally \$15.00

A beginners adventure. The Master Thief Raven has stolen the valuable scepter of truth and taken it to his goblin infested lair. Includes a large map.

In the Phantom's Wake Crazy Special \$5.00 Normally \$15.00

Our heroes discover a strange, magical astrolabe, which accidentally transports them to a haunted skyship.

Rage of the Rakasta Crazy Special \$5.00 Normally \$15.00

An adventure for 2 characters, a village is plagued by marauding feril felines, and salvation lies in returning the rakasta to her throne.

Sword and Shield Crazy Special \$5.00 Normally \$15.00

A module for DM and one character. The fearsome black knight, bandit of nefarious reputation, is holding a tournament to contest his honor.

TSR TWIN AD&D GUIDEBOOK SPECIAL**Crazy Special \$28.00****Normally \$56.00**

These two items have not been dropped by TSR, but we thought we would offer them to you any way. They are the DMGR2 Castle Guide, and PG1 Players Guide to the Dragonlance Campaign. Both are available individually, as below:

DMGR2 Castle Guide Crazy Special \$15.00 Normally \$26.00

Details the feudal setting, politics, churches, social classes, taxes, knighthoods, tournaments, types of castles, castle construction, unusual castle designs, siege warfare, etc.

PG1 Guide to Dragonlance Campaign Crazy Special \$15.00 Normally \$30.00

128 guide to the world of Krynn in an entertaining and informative manner, that helps you discover the continent of Ansalon. Covers races, history, deities, etc.

PAL RIFTS SPECIAL**Crazy Special \$95.00****Normally \$146.00**

RIFTS by Palladium Books is one of the most popular RPGs around, with probably the most stunning artwork as well. We thought we'd make our customers happy by offering this special of the game and the three most important sourcebooks. The titles are available individually, as below:

RIFTS RPG Crazy Special \$35.00 Normally \$50.00

A superbly illustrated 256 page book that features 96 PC classes, 8 PC attributes, alignments, espionage, psionics, world history, magic, vehicles, borgs, robots, artifacts, etc!

RIFTS Atlantis Crazy Special \$22.00 Normally \$32.00

Domain of the multi-dimensional slavers, the Splugorth, who rule a magical realm of supernatural and other-dimensional creatures.

RIFTS England Crazy Special \$22.00 Normally \$32.00

A place of magic and magic creatures, a land of enchantment. 152 pages, including Fomorians, Celtic gods, New Camelot, 25 new unique spells, etc.

RIFTS Africa Crazy Special \$22.00 Normally \$32.00

Includes the arrival of the Four Horsemen of the Apocalypse, intent on destroying the world. 152 pages, including the Phoenix Empire, Egyptian gods, new villains, etc.

RTG MEKTON II RPG SPECIAL**Crazy Special \$45.00****Normally \$79.00**

A popular sci-fi game set in the near future, focusing on giant mecha and their fearless pilots. Based heavily on Japanese animation. All three titles are available individually, as below:

Mekton II RPG Crazy Special \$15.00 Normally \$25.00

A complete system for giant mecha adventures, with streamlined construction rules for vehicles, space fighters, robots, and mecha. With tons of weapon types, equipment, mecha, etc.

Mekton Empire Crazy Special \$17.00 Normally \$27.00

Mecha combat in the stars. With over 100 planets, alien races, new mecha, spaceships and spaceship combat, mech boarding actions, & map of the galaxy.

Operation Rimfire Crazy Special \$17.00 Normally \$27.00

Stunningly produced campaign for Mekton, with 16 full color pages in anime style. With 10 detailed player characters, 40 NPCs, 22 action packed adventures interlinked, etc.

ICE ROLEMASTER CREATURES & TREASURES**Crazy Special \$39.00****Normally \$69.00**

For all of you who snapped up the Rolemaster Companions on special in the last catalog, these three Creatures and Treasures Books will complete your gaming system. All titles are available individually, as below:

Creatures & Treasures #1 Crazy Special \$12.00 Normally \$20.00

Descriptions & game stats for over 500 animals, races, monsters, etc.

Creatures & Treasures #2 Crazy Special \$14.00 Normally \$22.00

A great compendium of new monsters and artifacts - more than you could ever use!

Creatures & Treasures #3 Crazy Special \$16.00 Normally \$27.00

More creatures to bash or befriend or flee from, and more treasures to nab from those you nab.

MINIATURES RULES**AH NAPOLEON'S BATTLES****Crazy Special \$35.00****Normally \$60.00**

One of the most popular Napoleonic miniatures rules. It covers grand tactical brigade-regimental warfare from 1792 - 1815. Includes unique mechanics that stress Command-control and player interaction. One 15mm figure represents either 120 infantry or 80 cavalry, with 1 artillery base

per battery. One turn is 30 minutes, 1" is 100 yards. With introduction, scenarios, reference cards, rules, templates, and 186 counters, including troop counters for those who don't have miniatures. Has over 350 troop types and 800 leaders.

WES STAR WARS MINIATURES RULES**Crazy Special \$22.00****Normally \$30.00**

They're back - and so are the figures! The rules are updated to make them compatible with the new 2nd Edition Star Wars RPG. The rules feature excellent morale and squad coherency, heavy and assault weapons, all the different types of Stormtroopers and Rebel troopers, rules for using the force, aliens and droids from the movies, etc. Has heaps of B&W photos of miniatures.

MINIATURES**GRE GRENADIER 25mm ARMY PACKS****Crazy Special \$165.00****Normally \$250.00**

After the success of the superb Grenadier army packs run in a previous catalog, we decided to off their latest armies - at even cheaper prices this time! There are five armies in total, which are also available individually. Details follow:

GRE9406 Orc Army (27 figures) Crazy Special \$36.00 Normally \$50.00

Giant orc warchief, 4 giant orcs, wolf rider hero, orc shaman, 10 orcs with 2 handed weapons, 10 orcs with 1 handed weapons, 10 archers.

GRE9409 High Elf Army (30 figures) Crazy Special \$36.00 Normally \$50.00

Battleleader, 10 high elf archers with command figures, 10 high elf spearmen with command figures, 9 elves with 2 handed weapons & command figures.

GRE9410 Ratmen Army (28 Skaven figures) Crazy Special \$36.00 Normally \$50.00

Battleleader, 10 ratmen with polearms & command figures, 10 ratment with swords & command figures, 7 ratmen snipers.

GRE9411 Dwarf Army (26 figures) Crazy Special \$36.00 Normally \$50.00

With battleleader, units, and command figures.

GRE9412 Goblin Army (26 figures) Crazy Special \$36.00 Normally \$50.00

With battleleader, units, and command figures.

WRG/MUS DBM RULES & 2 COMPLETE 15mm ARMIES**Crazy Special Unpainted \$257.00****Normally \$321.00****Crazy Special Painted & Based \$1233.00****Normally \$1431.00**

If you are tempted to play DBM by WRG, and wish there was an easy way to get into the hobby, this deal could interest you. If you buy BOTH armies we will send you the DBM 32 page rulebook, and either a painted or unpainted pair of historical armies made by Museum Miniatures, Early Imperial Roman versus Ancient British. The armies are very well balanced, and make a great game. I played a game with them, myself using the Romans. And I found that the Roman practice of placing a line of auxiliaries in front of the legionaries was the best tactic I could use. Try it otherwise and you'll soon find out why. Both armies are also available individually, painted or unpainted, as follows.

15mm Early Imperial Roman Army Unpainted \$104.00 Normally \$130.00**Painted & Based \$530.00 Normally \$614.00**

Includes 42 Cavalry, (2 command figures, 40 equites alares & cohortales), 136 infantry (80 legionaries and 56 auxiliaries), and 12 baggage animals.

15mm Ancient British Army Unpainted \$153.00 Normally \$192.00**Painted & Based \$703.00 Normally \$817.00**

Includes 9 2-horse chariots, 28 light cavalry, 150 warband, 28 slingers, 18 baggage animals.

D.B.M. Rules \$16.00**COMPUTER GAMES****SSI THE GREAT WAR 1914-1918****Originally \$80.00**

This game is one of the best two player games I have seen (and it makes a pretty good solitaire computer game too.) It features dozens of authentic WW1 combat units, including infantry, machine gunners, sappers, several types of artillery, aircraft, all manners of ships, etc. There are 30 scenarios, ten that can be played two player, ten that can be played solitaire as Germany, and ten that can be played as France/British. Each player takes turns giving orders to his units while the other plots the firing of any units in range. After combat, those units which survived can then move as ordered. It makes for an extremely entertaining game of chess, and luck has little to do with it. You must truly out think and out manoeuvre your opponent. **IBM requires: 286 or better, 640K RAM, VGA, hard disk, 3.5" FDD, and mouse recommended. IBM - \$30.00**

ORI SHADOWCASTER**Originally \$110.00**

A fantasy adventure with heaps of great 3-D graphics, where you can pan around like in Doom. You play a character with the ability to change at will into one of six forms. For example, you enter a room full of water - no problem, change into a frogman. You can be a human, feline, floating eye, gremlin, frogman, flame lizard, and terramental. The adventure can be solved in one of several different ways, you don't have to search for THE perfect solution. There is no mapping, resting, eating or spell memorization. Great soundtrack and sound effects. **IBM requires: 386/DX33 or better, 4 meg RAM, hard disk, 3.5" FDD, VGA, mouse. IBM - \$30.00**

360 V FOR VICTORY Gold . Juno. Sword Originally \$90.00

You must have SVGA to use this computer game. It is the latest in the V series, and takes you back to the Normandy beaches. As the allies you have to take and hold a beach head large enough to secure a foothold in Europe and open the second front against Germany. As the German player you have to throw them back into the sea. There are six scenarios, which include the 6th Airborne Division holding the Orne Bridge, the elite 12th SS Hitler Youth Division attacking the British 3rd London Infantry Division, the Commonwealth 1st and 30th Corps advancing to Caen after breaking out of the beachhead, a hypothetical German counter attack, the British 7th and 50th Divisions attempting to seize and hold Villers-Bocage, and the powerful German 9th and 10th SS Panzer Divisions launch a counterattack against the British 11th Armored Division, and the Campaign Game. Graphics are absolutely superb - you could not find a more pleasing to the eye computer wargame, and game mechanics can be picked up quickly, and the interface is easy to use. **Requires: IBM 386SX or better, 3 MB RAM, 512K Super VGA, Dos 5.0, hard disk, mouse, 1.44 MB 3.5" FDD. IBM - \$30.00**

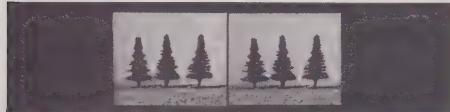
K&M MODEL TREES

The Trees Used By Games Workshop



Green Deciduous Size 1 Tree Height - 3cm without base

\$1.00 each or \$90.00 for a box of 100
(Suitable for 1/300th: Space Marine, BattleTech, Micro, etc)



Green Fir Size 1 Tree Height - 3cm without base

\$1.00 each or \$90.00 for a box of 100
(Suitable for 1/300th: Space Marine, BattleTech, Micro, etc)



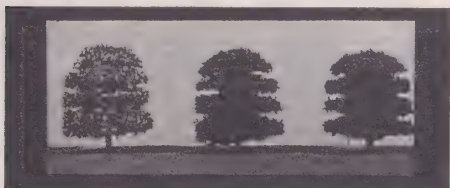
Green Deciduous Size 1A Height - 5cm without base
Height - 6cm with base

\$1.50 each unbased or \$33.75 for a box of 25 unbased
\$2.00 each based or \$45.00 for a box of 25 based
Suitable for 15mm & 1/300th, Space Marine, BattleTech, etc.



Green Fir Size 1A Height - 5.5cm no base
Height - 6.5cm with base

\$1.50 each unbased or \$33.75 for a box of 25 unbased
\$2.00 each based or \$45.00 for a box of 25 based
Suitable for 15mm & 1/300th, Space Marine, BattleTech, etc.



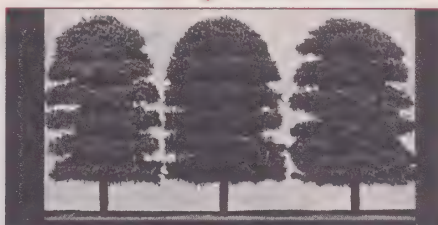
Green Deciduous Size T70 Height - 7cm without base
Height - 9cm with base

\$2.50 each unbased or \$56.00 for a box of 25 unbased
\$3.00 each based or \$67.50 for a box of 25 based
(Suitable for all 25mm figures, eg, Warhammer Fantasy & 40,000, WW2, & suitable for all 15mm figures, eg ancients.)



Green Fir Size 2A Height - 10cm no base
Height - 12cm with base

\$3.00 each unbased or \$54.00 for a box of 20 unbased
\$3.50 each based or \$63.00 for a box of 20 based
(Suitable for all 25mm figures, eg, Warhammer Fantasy & 40,000, WW2, & suitable for all 15mm figures, eg ancients.)



Green Deciduous Size 3 Height - 13cm no base
Height - 15cm with base

\$4.00 each unbased or \$72.00 for a box of 20 unbased
\$4.50 each based or \$81.00 for a box of 20 based
(Suitable for all 25mm figures, eg, Warhammer Fantasy & 40,000, WW2, & suitable for all 15mm figures, eg ancients.)



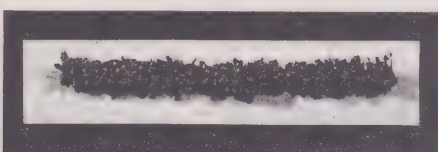
Small Palm Tree Height - 8cm without base
Height - 8cm with base

\$2.25 each unbased
\$2.75 each based
(Suitable for all 25mm figures, eg, Warhammer Fantasy & 40,000, WW2, & suitable for all 15mm figures, eg ancients.)



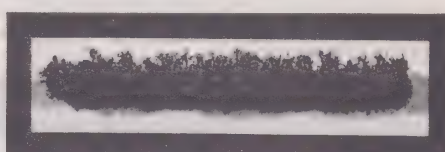
Large Palm Tree Height - 16cm no base
Height - 16cm with base

\$8.50 each unbased
\$9.00 each based
(Suitable for all 25mm figures, eg, Warhammer Fantasy & 40,000, WW2, & suitable for all 15mm figures, eg ancients.)



Small Green Hedge Size - 15.5cm long by 1.6cm high

\$2.50 each or \$45.00 for a box of 20
(Suitable for 15mm ancients, napolconic, fantasy, etc, or as a small hedge for 25mm, eg, Warhammer Fantasy, 40,000, World War 2)



Large Green Hedge Size - 18cm long by 2cm high

\$4.00 each or \$72.00 for a box of 20
(Suitable for 25mm figure scales, eg, Warhammer Fantasy, Warhammer 40,000, World War 2, US Civil War, etc.)



COMPUTER GAMES

COLOR CODE

■ New Item Now Available and in Stock

■ New Item Not Yet Released

IBM NEWS - CD ROM

CD ROM is quickly gaining popularity, and who knows, may become the primary format for games in a few years. So we have included those available on the titles that follow. Prices are usually the same or less than games on floppy disk.

PRE WORLD WAR I

BATTLES OF THE U.S. CIVIL WAR Vol 1

SSG Six scenarios, from the War between the States - the first Bull Run, Shiloh, the second Bull Run, Antietam, Fredericksburg and Chancellorsville. With an easy-to-learn menu system, plus the 'Warplan' wargame construction set and the 'War Paint' graphics editor for detailed scenario creation. This is the first program of a very detailed military history trilogy that represents the definitive computer study of the U.S. Civil War. Available on 3.5" FD only. **IBM - \$45.00**

BATTLES OF THE U.S. CIVIL WAR Vol 2

SSG Covers the war's middle years, with scenarios of the battles for Chattanooga, Chickamauga, Gettysburg, Gaines Mill, and Stones River. The American Civil War was becoming more drawn and closely contested - success purchased with blood & determination now could later determine the conflicts ultimate victor. Once the scenario mix is exhausted players can create their own with the 'Warplan' & 'Warpaint' programs. Available on 3.5" FD only. **IBM - \$45.00**

BATTLES OF THE U.S. CIVIL WAR Vol 3

SSG This last program of the Civil War series features the final savage years of the Confederacy. The scenario mix recreates the battles for Spotsylvania, Atlanta, Franklin, Wilderness Tavern, Cold Harbour, and Nashville. These were desperate, vicious engagements where a bold or miraculous strategy could bring sudden victory - and an end to the war. Also includes the 'Warplan' and 'Warpaint' scenario creation system. Available on 3.5" FD only. **IBM - \$45.00**

DIPLOMACY

AH It's back! Re-released in a smaller box, this excellent computer game is a must have for all Diplomacy players. You can play the game using the computer only, and can have up to 7 computer players, though the computer players do not ever make alliances, so are not much of a challenge. But should you only have 3 or 4 human players, the computer players make great cannon fodder. One of the greatest attractions of the game is that you can use it to resolve the turns when playing the board game. Just type in everyone's orders, end the turn, and it will instantly work out who goes where, and if you've rigged up a printer, it will even print out the results for you, listing centres gained and lost, and asking which pieces to lose when centres are lost. Graphics are extremely crisp CGA. Requires: either 5.25" or 3.5" FDD, and CGA or better graphics card. **\$50.00**

MERCHANT PRINCE

QQP Set in the renaissance, ie, 15th-16th Centuries, in this game you can explore the world and rule the high seas, attempting to crush the competition at the same time. You embark from your centre of power, Venice, to seek your fortune. You can find hidden treasures in far off lands and establish trade routes, but this is only the beginning. Your popularity is at stake as you involve yourself with church and state. Has both historical and random world maps, modern play, strong computer artificial intelligence, land and naval trade routes, you can build your own road system, manipulate local politicians, and attempt to inspire the Church & people. IBM requires: 1 mb RAM, hard disk, VGA, Mouse, 3.5" FDD. **IBM - \$90.00**

WORLD WAR II

CARRIERS AT WAR

SSG Contains 5 decisive naval engagements - Midway, East Solomons, Philippine Sea, Santa Cruz, & Coral Sea. A design package allows the creation of hypothetical scenarios. The menu has 63 aircraft types, 3,000,000 square miles of ocean, 5 major ship classes, and more - enough to create any air & naval operation of WWII! Although the graphics aren't going to knock you out, this is a comprehensive military study. New IBM version contains stunning graphics and combat reports. Requires: 1.2 meg 5.25" or 1.44 meg 3.5" FDD, hard disk, EGA or VGA. **IBM - \$70.00**

CARRIERS AT WAR CONSTRUCTION KIT

SSG Contains 4 color maps and a thick 336 page rulebook, that allows from the smallest variation to an existing battle or the complete design of an original carrier battle scenario. You can build ships and planes, organise them into squadrons and task groups, draft a map and position airbases, coast watchers, etc. Also includes three brand new scenarios: Wake Island, Guadalcanal, and Tarawa. You also have the ability to customize computer artificial intelligence. The huge appendix features the stats on every US and Japanese plane & ship. Requires: 1.2 meg 5.25" or 1.44 meg 3.5" FDD, hard disk, EGA or VGA, 386 or better, 2 Mb RAM. **IBM - \$70.00**

CARRIERS AT WAR II

SSI Fleet carrier actions in the South East Asia 1936-1946. Offers more tension, more excitement, tougher opponents and more dramatic carrier battles. The uncertainty of war is vividly recreated and entire battles can turn on the effects of just one plane. It also allows for broader issues of strategic decisions. The eight scenarios include hypothetical, historical, and controversial, exploring all aspects of tactical and strategic combat between Japan, United States, and Great Britain. Totally compatible with the Construction Kit. IBM Requires: 386SX or better, VGA/MCGA, 2MB Expanded/Extended memory, microsoft or compatible mouse, hard disk. **IBM - \$90.00**

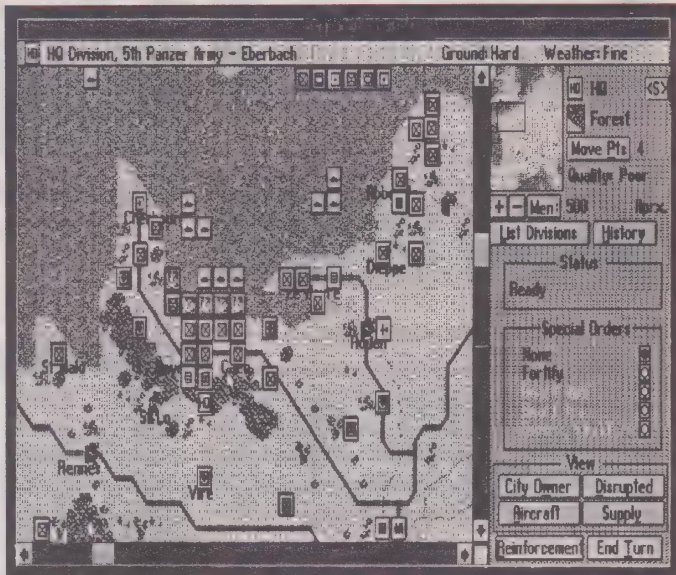
CLASH OF STEEL

SSI An excellent and playable game of the entire World War Two European Theatre, from the invasion of Poland in Sept'39 to June'45. The game is for one or two players, with the Allied player looking after the Western allies and Russia. There is an option for either the western Allies, or Russia, or Germany, to be put under computer control. Which I thought was great, as I wanted to play Russia only. There are six scenarios, or the entire campaign, which takes 60-80 hours. The graphics are stunningly clear VGA, with all units looking exactly like the pieces in a board wargame, rated for strength and movement. The strength points go down according to step losses, and the movement points reduce as you move the unit. The units are army or corps sized, and include infantry, tank, paratroopers, engineers, air, naval, and headquarters, etc. There are a random number of impulses each turn, tending to be longer during summer, shorter in winter. Levels of play include beginner, intermediate and advanced. Naval is broken into spheres of operation, much like in the boardgame War at Sea. Amphibious operations, strategic bombing, U-Boat warfare, are all included. Another pleasing aspect is Research, where there are ten types of technology that you can develop, including AA-Radar, ASW-Sonar, jet-fighters, AT-Guns, heavy tanks, etc. Politics are included, allowing you to flex a limited resource of political muscle to subvert nations into your camp. When producing units, a unit destroyed in combat can be rebuilt at half cost, and all units will appear from 2 to 5 turns after production begins, depending upon

unit type. This forces you to plan ahead. Requires: 386 or better, 1.44 meg 3.5" FDD, 2 meg RAM, hard disk, VGA. **IBM - \$90.00**

D-DAY THE BEGINNING OF THE END

IMP D-Day is another game in the unique Micro-Minatures series. You maneuver company sized units on a tactical level. Play full screen, high resolution, real time battles using miniature tanks, planes, men and artillery. You control both the strategic and tactical aspects of the invasion from D-Day through to the invasion of Germany. Features zones of control, fog of war, accurate field weapons, 1 or 2 players, historical personalities and data reports, line of sight, supply and reinforcements, weather, autoplay and quicklights, if desired. Requires: IBM 286 or better, 640K VGA, hard drive, 3.5" FDD, Microsoft compatible mouse. **IBM - \$99.00**



EMPRE DELUXE for Windows ONLY

NEW This game is so popular amongst many gaming circles, that I know of a confirmed MAC addict bought an IBM-PC just to play this game! The game mechanics are simple, allowing players to resolve conflicts from WW1 up to the present day, with troop types including infantry, armor, fighters, bombers, troop transports, destroyers, subs, cruisers, battleships, and carriers. There can be from 1 to 6 computer or human players - and here's the greatest appeal of the game: you can play it with friends using modem, network, or null modem. The game features multiple zoom settings, various levels of play, and a simple to use scenario editor where you can determine anything from the size of the world to the number of players, etc. One of the scenarios provided is an absolute monster game of WW2 - with the entire world! Requires: 286 or better, hard disk, 1.44 meg 3.5" FDD, EGA, VGA, or SVGA. Requires Windows. **IBM - \$95.00**

FIRE BRIGADE

PAN The struggle for Kiev in 1943 was one of the most decisive and mobile battles of the entire Eastern Campaign. The assault by the elite 3rd Guards Tank Army threatened to split the entire German Front and isolate Army Group South. Black's hardened 48th Panzer Korps (the infamous Fire Brigade) was committed for a counter attack in a desperate bid to gain the initiative. This is an award winning Australian game that features great graphics, variable skill levels, and a tutor program. **IBM - \$44.00 AMIGA - \$45.00**

HIGH COMMAND

360 A detailed simulation of World War Two in Europe. You exercise complete control of the sea, land, and air forces of your alliance. You are in charge of your resources, and have to allocate them to the military, political, and economic operations. The economy also needs to be controlled, including production, which includes shipbuilding, oil, minerals, air bases; research, which includes the economy, rockets, atomic bomb; development, and foreign aid. The game features stunning SVGA graphics. Game options include the effects of the Pacific theatre, a neutral Russia, weather, Spain, Sweden, Turkey, etc. Can be played solitaire or with two players. Requires: 512k SVGA, 386SX or better, 3 meg RAM, hard disk, 3.5" 1.44 meg FDD. **IBM - \$75.00**

GREAT NAVAL BATTLES 1939-43 ADMIRAL'S SET

SSI This Admiral's Set contains the original game of GNBs as well as all three add-on disks. This game is the most stunning WW2 naval combat simulation ever made. You can be the captain of WW2 German or British battleships and cruisers as you do real time battle against the enemy ships. You can also play from a fleet view of a battle, and can be given a grand admiral view, allowing you to control your entire nation's fleet. The game comes with many battle scenarios such as the hunt for the Bismark, mini-campaigns, and contains the entire 1939-43 campaign. Replays are possible, and the game contains stunning sound and graphics. The first add-on is SUPER SHIPS, which includes the German "H" Class BB, "P" Class pocket BB, "M" Class CL, & "Z" DD. British ships include Vanguard BB, Lion BB, Bellona CL, Swiftsure CL, & Battle DD. 10 scenarios, and 3 campaigns, the last of which pits the British and German fleets against each other on nearly equal terms. 2nd add-on is AMERICA IN THE ATLANTIC, with all the American ships that could be found in the Atlantic during WW2, presented in a series of scenarios, plus a campaign. 3rd add-on is SCENARIO BUILDER, which allows you to create an unlimited number of North Atlantic battles using all the ships in GNBNA and expansions. You can also modify existing scenarios, and there are game updates to the game system. Another bonus is a Captain's Campaign - you start as a destroyer captain, and have to try to climb your way to Task Force Commander. Requires: VGA, hard disk, 386 or better, & 1.44 meg 3.5" FDD. **IBM - \$99.95**

♦ GREAT NAVAL BATTLES ENHANCED CD ROM Requires as above + CD ROM. **IBM - \$99.95**

GREAT NAVAL BATTLES II Guadalcanal 1942

SSI This complete game takes us to the South Pacific for five tactical battles, 3 carrier battles, and two full campaigns. Play screens are overlaid on real WW2 digitized photographs, adding authenticity and historical flavor. Face enemy forces on land, sea, and in the air, with over 100 different ships and 20 plane types. Night combat is now featured too, with fog and star shells. Features full SuperVGA graphics, ability to record battles, full sound support, improved animated damage control screens, improved filters to allow players to see ranges of selected parameters including gunnery range, ship names auto centring, map grid, visibility range, & torpedo range. You can command full scale carrier operations, there are improved top down views. All menus have been totally redone and improved, you can view combat from anywhere outside your ship. AI is improved, you can ram the enemy, you can sit in the cockpit of strike aircraft, etc. This game is going to be excellent. IBM Requires: 3.5" FDD, SVGA, 4 meg RAM, 486, mouse or keyboard, hard disk. **IBM - \$90.00**

GREAT NAVAL BATTLES II CD-ROM Requires as above + CD-ROM. **IBM - \$90.00**

OPERATION CRUSADER

AH Although this game is produced by Avalon Hill, it has been designed by the people who brought us the V FOR VICTORY series, and such the quality is extremely high, with stunning graphics for color Macintosh. It is set in November 1941 on the Libyan Egyptian border, between Rommel's Afrika Corps and the British 8th Army. It has five scenarios and a campaign, and features a full color map of South Africa to play over, multi-national forces, armored overruns, four types of assaults and artillery missions, limited intelligence and fog of war, a stronger AI, etc. Requires:

Color Mac, System 7, 5 MB RAM, hard disk, 3.5" FDD.

MAC - \$99.95

PACIFIC STRIKE

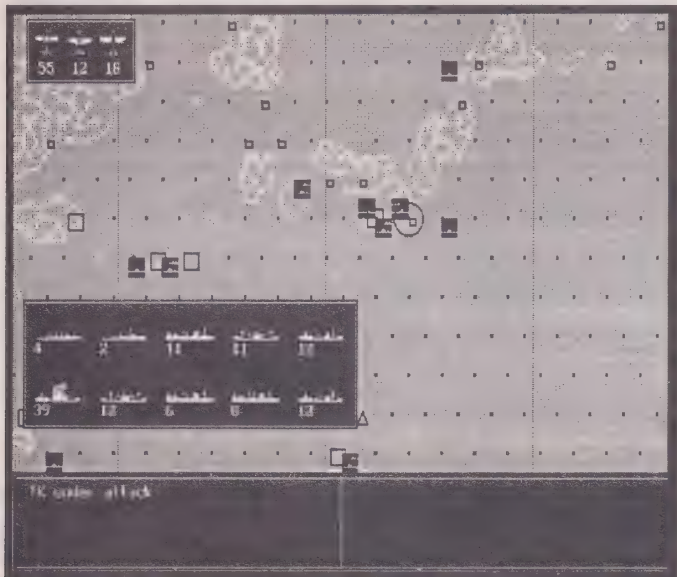
Featuring stunning graphics, you dogfight Japan's finest aces from Pearl Harbor to Hiroshima. You can rise in rank as you progress, and can even alter the course of the war. You visit nine Pacific sites, Pearl Harbor, Coral Sea, Midway, Guadalcanal, Solomon Islands, Marianas, Leyte Gulf, Iwo Jima, and Okinawa - you even have a chance to render the atomic bomb unnecessary. You fly 37 missions, including dogfights, bombing raids, strafing runs, and torpedo attacks. You fly the Wildcat, Corsair, Hellcat, Devastator, Dauntless and Helldiver. You can be pilot or tailgunner. As you rise in rank, you can choose wingmen and weapon loadouts. And going by Strike Commander, I presume that this game will be a realistic flight simulator, and not just action like Wing Commander, but I will confirm this later. **IBM Requires:** 486 or better, 3.5" FDD, hard disk (20 meg), VGA, 4 meg RAM.

IBM - \$110.0

PACIFIC WAR

We've managed to obtain more stocks of this excellent game! By Gary Grisby, it covers the entire Pacific War from 1941 Pearl Harbor to August 1945, and includes all the nationalities involved, including Australia, India, USA, Japan, China, Indonesia, New Zealand, etc. There are superb graphics for all planes and ships, with different paint schemes for planes according to nationality and theatre. Every single ship that saw service in the theatre is included: CVs, CVLs, CVEs, BBs, CAs, CLs, DEs, troop transports, merchantment, oilers, patrol boats, etc. You command every single plane, land based and carrier, and all land units, from engineer battalions and up. Game mechanics are somewhat different from Second Front, so players can expect to be a little confused at first - but once you've got the hang of it, you will soon consider this the finest computer wargame around. The complete game will take around 40 - 80 hours, and you must plan every turn ahead, controlling supplies, airgroups, invasions, etc. The computer can control any of your own forces, or you can take complete control. There are 5 scenarios plus the campaign, with historical and random setup, kamikazes, atom bombs, etc. Note: always play by pressing the "X" key, as this will change the map flags into easy to follow symbols. For those interested, please send us one blank high density disk and \$3.00 postage, and we'll send you two unofficial SSI updates on this game, taken from a US bulletin board. **Requires:** 286 or better, 1.44 mb 3.5" FDD, hard disk, EGA or VGA, 640K.

IBM - \$90.00

**PANZER BATTLES**

Combined-arms strategic action from the savage, mechanised killing fields of Russia - the battles include Minsk '41, Moscow '41, Kharkov '42, Prokhorovka '43, Kanev '43, and Korsun '44. Each of these scenarios can include several historical variants (the ubiquitous "What if?") and players are able to control the ion graphics. These are also the DYO scenario kit. With low complexity and fast playing mechanics. **IBM requires:** 3.5" FDD.

IBM - \$45.00

AMIGA - \$50.00

ROMMEL: BATTLES FOR NORTH AFRICA

The Italian army has been routed out of Egypt: the Germans respond by dispatching a small, albeit elite force, to try and stem the Allied advance. For the next two years, outnumbered and poorly supplied, this Africa Corps outwitted and out fought all of its opponents. ROMMEL recreates the furious and sometimes chivalrous, battles for the desert with nine scenarios - from the entire Syrian campaign to a hypothetical invasion of Malta, plus all the necessary accessories for the construction of variant engagements. **IBM requires:** 3.5" FDD.

IBM - \$45.00

THE PERFECT GENERAL TRILOGY

This game has made a very good name for itself, containing both hypothetical and historical scenarios. The map graphics are absolutely stunning, and the game interface is simple to use. Players purchase their units before the game starts, and some games include reinforcements. Mechanics include ambushes, "always hit or random hit" modes, the Match Game for two human players, engineers, mines, LOS, armored cars, light, medium & heavy tanks, mobile & drawn artillery, barracks, etc. Different terrain types have great bearing upon movement & firepower, etc. For 1 or 2 human players, or modem play. This trilogy boxed set also contain The Perfect General World War II Scenario Disk, including Anzio, Guadalcanal, Kharkov, etc., and The Perfect General Greatest Battles of 20th Century, including 1967 Suez, Kursk, Stalingrad, Falklands, Saigon, etc. **IBM Requires:** EGA or VGA. Thoroughly recommended.

IBM - \$90.00

WARGAME CONSTRUCTION SET II: TANKS

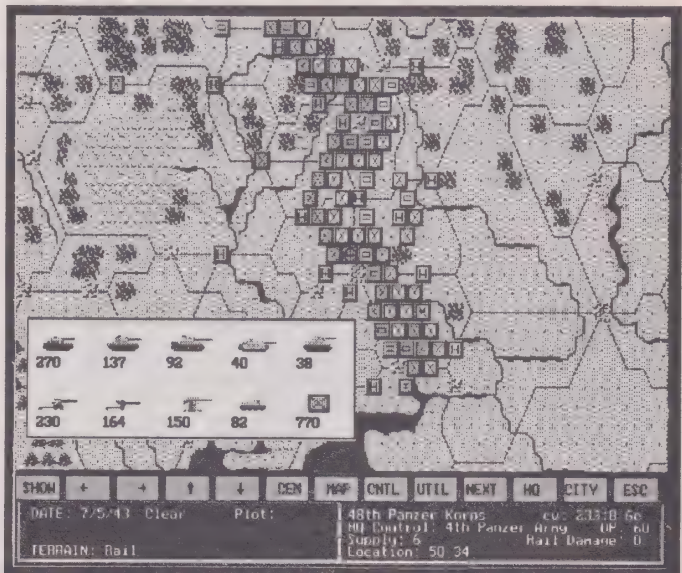
SSI have finally brought out a new construction set, this time structured around tanks used from 1918 till 1991. Twelve different time periods are represented, including the Korean War, Gulf War, Arab-Israeli Wars, 1939, 1940, 1941, 1944, 1945 theatres of World War Two, etc. You can choose units from over 1,300 different types of AFVs, aircraft, and other land based troop types. Campaigns link together a number of small battles. Weather, terrain, etc. have a big effect upon battles. There are a number of scenarios provided, plus an editor which allows you to create a custom map, choose one of three climates, pick opposing forces and sides, and assign objectives. Features stereo digitized sound effects. **Requires:** 386 or better, 2 MB of RAM, VGA, hard disk, 3.5" FDD.

IBM - \$90.00

WAR IN RUSSIA - By Gary Grisby

Gary Grisby has totally redone SECOND FRONT, using many of the excellent aspects of PACIFIC WAR. It is for 1 to 2 players, with 8 historical scenarios, 1 hypothetical scenario, and 4 campaigns. The complete campaign takes up to 70 hours. Units are German Corps and Russian Armies, but stacking limits have rectified the loop-hole of Second Front where you could place three Panzer Divisions and five infantry Divisions in one Corps. Tank & mechanised corps, Panzer and Pz Grenadier Divisions, have 3 stacking points, independent sub-units have 0 stacking points, and all other units, such as infantry divisions, have 1 stacking point. A German Panzer Corp, and a Soviet Tank or Shock Army, can take 9 stacking points. You can put more than 9 SPs if you desire, but the unit will lose readiness, eg, if there are 15 SPs, you will lose 75% of the unit's readiness. A Soviet infantry army takes 5 SPs, and an Axis infantry corps takes 3. If this unit has 8 infantry divisions, it will now have a SP of 8, and suffer 50% readiness loss. Another bug fixed is that you can no longer transfer divisions and sub-units from any unit to any other unit. Firstly, a corps or army must be 50% or more readiness or you cannot transfer anything in or out of it. Secondly, the maximum distance units can transfer is the worst supply level of the two units, eg, SL is 3, so max no. of hexes to be transferred is 3 hexes. Another major loop-hole of Second Front was that any unit could move any distance at all on the map. No longer! Now in march mode, infantry units can move up to 5 hexes, and mechanised up to 10. Combat plotting is still the same as before, with infantry moving a max of 2 hexes, and mechanised 5. But you will lose 10% readiness per hex, so armored units will no longer want to move 4 hexes and then make an attack. One of the greatest new features of the game are Operation Points, as found in Pacific War. Each HQ receives an allotment of OPs each turn, based on your resources. That HQ can then move units under its command according to the OPs it has. This can severely hamstring your defense if you lose HQs or have a lot of actions you wish to perform. Crucial units will end up not being moved simply because you had to spend the points on other units even more important. Other features including stunning graphics on all units, just like in Pacific War. When you call up a Panzer Division to examine it, and when there is a battle, you will see full color side views of each tank type, gun, armored car, and aircraft. The game even includes a scenario editor, allowing you to change pretty much any aspect of the game. **Requires:** 386 or better, EGA or VGA, 3.5" 1.44 meg FDD, hard disk, & 640K RAM.

IBM - \$79.00

**POST WORLD WAR II****AEGIS: GUARDIAN OF THE FLEET on CD-ROM**

A modern day naval warfare simulation puts the latest in military technology at your fingertips. Command the most powerful warship in the world, and match wits against equally well equipped forces in a battle for naval supremacy. As close to reality as national security will allow. More details later. **IBM Requires:** SVGA, CD-ROM, hard disk, 4 mg RAM.

IBM - \$120 March

HARPOON II

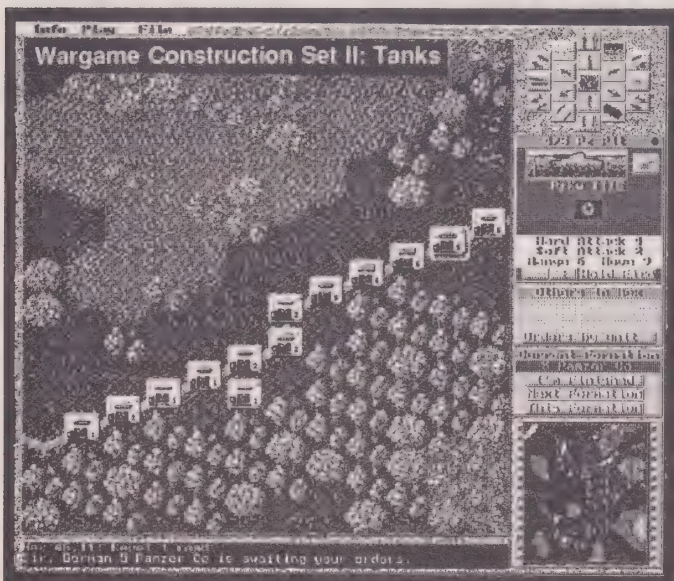
A lot of people are waiting for this anxiously. It is the ultimate contemporary naval warfare simulator, incorporating the latest in graphics, interface, & artificial intelligence, with a realistic and flexible game system. It has 20 challenging scenarios set in hotspots around the world, realistic vector drawn maps that include polar cap effects, altitude & depth etc. you can configure the game screen to suit yourself, you can make "zoom" windows that track certain units around the world. You can configure the screen colors to suit yourself, logistics simulate aerial refueling, replenishment operations. There is detailed information, line diagrams, Department of Defense photographs of hundreds of ships, aircraft, and submarines, live action video sequences depicting weapon launches and target strikes. **IBM Requires:** mouse, SVGA, hard disk, 4 meg RAM, 386DX or better. Its out now! More details next catalog.

IBM - \$99.00

SCIENCE FICTION**DOOM**

This game contains three episodes. The first is available free on shareware, but the other two are only available in this retail version of the game. DOOM is an absolutely sensational

IdSOFTWARE



three-dimensional, first person perspective adventure, from the creators of Wolfenstein 3D. The graphics and world details are absolutely without compare, and when you move, you can literally pan around - you are not limited to simply left, right, ahead, back. In fact, you can shuffle sideways and sprint. You even bob up and down as you walk and run. The game starts with yourself being a member of a ten man squad sent to Phobos, one of Mars' two moons. The scientific research station there has gone strangely quiet, it was experimenting with dimensional rifts. The moon Deimos has disappeared all together! You are left outside to secure the perimeter while your squad goes in - and when they are wiped out, you realise you're on your own. You then go into the complex on Phobos, where there are nine bases to explore, each containing up to 8 secret rooms or passageways, which open by a push, a trigger you pass over, or by shooting the right panel. You soon encounter hordes of demons of all shapes and sizes, as the dimensional rift was inadvertently opened into hell! Please note that I have only played the first episode in this game, on the ultra-violence option. As such, it is rather gory. But the 2nd and 3rd episodes are reputed to be so sickening that I have not even attempted to play them - the 3rd is like Indiana Jones & the Temple of Doom. But to the first episode I am addicted, there is simply nothing like it. You can find and use a pistol, shotgun, chaingun, rocket launcher, chainsaw, and can find health packages, armor upgrades, computer maps, invisibility suits, anti-radioactive suits, etc. The graphics include stunning outdoor views of Phobos' mountain ranges, and if you can find the secret doors, you can go outside too. Tactics such as covering fire, shooting from corners, etc all work, and you can even trick the demons into fighting each other! Man I hate those walking dump-truck demons! Another great plus is that you can play the game on a network, with 2 to 4 people working together or against each other. An addictive game, but be warned, episode 3 is really grotesque. **IBM requires: 3.5" FDD, hard disk, VGA, 386 or better, 4mb RAM. IBM - \$70.00**

REACH FOR THE STARS

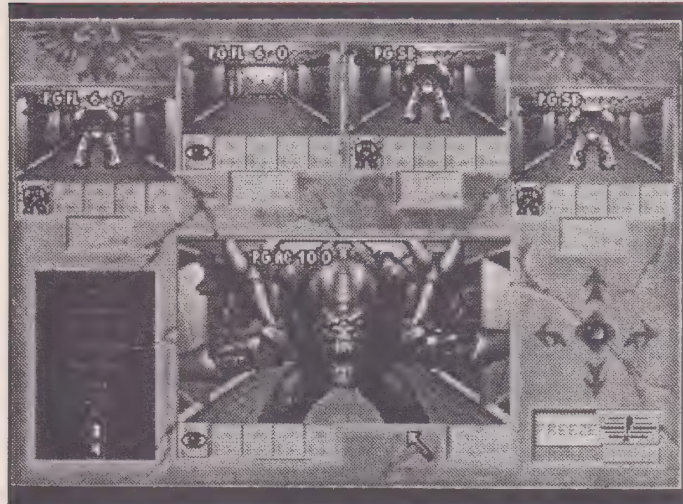
SSG
This is one of the best computer games ever made, and certainly the delight of "number crunchers". It contains two games, Standard and Advanced, which are both very different. It can be played solitaire against 3 computer opponents, or with up to 4 human players, as each player builds up his home world, developing Navigational, Industrial, and Ship Technology, and building up the world's industrial, social and economic levels. This allows population to increase, and colonists can then be sent out to colonise newly discovered worlds. There are 53 star systems, each with up to three planets, which could be hostile or ready to colonise. But the other three players will be attempting the same, and only one can win - so players first build up an industrial base, and then use this to manufacture multiple battlefleets and storm troopers - ready to conquer the galaxy! The game is both an economic and military challenge. Have you ever played in a Play By Mail game in which you wished the turn around was five minutes and not two weeks? Well, that's what this game is like - PBM heaven. This game can be played PBM. Each player does his turn, ends his turn and enters the next players turn, saves, and posts it to the next player. Simply make all battles be to the death. **AMIGA - \$45 IBM - \$45**

SPACE HULK

ELA
Its back - and now available on CD-ROM, see below. The game is a simulator of the popular miniatures game of the same name. You lead one or two squads of Dark Angel Terminators in over 50 missions against limitless hordes of genestealers. You give commands to your squads using "Freeze Time", which comes in a limited supply. You can take control of any one terminator, and can jump from Terminator to Terminator by using the Function keys. Graphics are stunning, and you get to fight in three different types of hulks as well as under ground. Weapons can be chosen by you in some missions, and include storm bolters, lightning claws, heavy flamers, assault cannons, etc. Sound is great - even through your PC speaker the Terminators talk to you, warning of ambushes, which trooper is under attack when using two squads. Still one of favorite games. **AMIGA - \$50.00 IBM - \$50.00**

SPACE HULK on CD-ROM

Now available on CD-ROM, this version of Space Hulk includes 9 more missions against those ravening four armed fiends, new animated and cinematic sequences, more digitized voice and sounds effects. The rest of the game is the same as above. **IBM - \$99.00**



SYNDICATE

ELA
A corporate syndicate take over of the world, set in a cyberpunk dark future, using a team of cyborg soldiers. You gain both technology and weapons throughout the game, which costs money. Money comes from taxing conquered areas. You are competing against 7 other syndicates. Your cyborgs are either recruited during missions, or picked up and given a full body conversion after being run over by a car (on purpose of course!) There are fifty or so missions, using superb partial down-view 3-D graphics. Each mission requires your cyborg team to achieve something that will further your attempt to rule the world. Missions include corporate extractions to steal important people from rival syndicates, assassinations of political and military targets, retrieval of required items, etc. Graphics used to contain various scenes together, such as the intro and mission de-briefings, are breathtaking. Please note that this is a very dark game. **Requires: 512K SVGA, 386SX or better, 4 meg RAM, mouse, hard disk, 3.5" 1.44 meg FDD. IBM - \$50.00 MAC - \$99.00 AMIGA - \$80.00**

◆ **SYNDICATE DATA DISK** More missions to solve. *Requires as above.* **IBM - \$35.00**

WHEN TWO WORLDS WAR

IMP
Explore and conquer hostile planets in this science fiction galaxy. You take control of your planet's state of the art military workstation. This gives you the power to research new technologies, design and manufacture new units and command these craft to carry out your strategy. The game can be played solo or two player using a modem or serial link. Game play can be turn based or real time, and you can give units simple or complex commands. Combat takes place in space and on the planet surface. You can design and build just about any type of unit required! **IBM requires VGA, hard drive, Microsoft mouse, 3.5" FDD. IBM - \$80.00**

WING COMMANDER

ORI
This game is without doubt one of the best computer game ever designed, both with unequalled graphics and playability. The game is a flight simulator set in the year 2654 AD, in which mankind is locked in a desperate war against the murderous Kilrathi aliens. The game links each flight together in a stunning campaign, and you will fly 20 missions out of a total of 40, and which 20 missions you will fly depends on how well you do. With each flight, you have the option of speaking with other pilots to learn tactics and hints, a briefing where you are told your mission, and then follows a stunning sequence as pilots scramble to their fighters, to be catapulted into

space (even better graphics than BATTLESTAR GALACTICA!) There are four different fighters to fly, each with their own four cockpit views, different weapon loads, shields, armor, and manoeuvrability. The game is very simple to learn, with a tutorial provided. You will be given missions to escort and protect friendly capital ships - from slow, ponderous tankers to 700 meter long carriers, to fighting deadly dog fights against five enemy fighter types (and watch those Jalith, with 6 guns they are murderous!), and you will also be given missions to hunt down and destroy enemy destroyers, tankers, and carriers. The game is simple to learn, difficult to master, and has no boring moments, an autopilot removes any waiting during travelling. **IBM requires 1.44 MB 3.5" FDD, hard disk, VGA, 286 or better. Note New Cheaper Prices IBM - \$50.00**

WING COMMANDER #1 DELUXE

ORI
This contains WING COMMANDER #1, and SECRET MISSIONS 1 and 2. SM #1 is the first sequel to WING COMMANDER, and players can transfer their character to this mission. The Kilrathi have designed a new super-weapon and destroyed an entire colony before fleeing into their space. But your carrier has been given the task of hunting this ship down and getting revenge. There are 16 new missions linked in a campaign, but the enemy are thick and fast - over 250 enemy fighters and capital ships to destroy! Has 4 new ship types, & a mission selector for WING COMMANDER: SM #2 is the second sequel to Wing Command, and the hardest yet. A newly joined ally of the Confederation is beset by hundreds of Kilrathi ships, and when one enemy carrier & its fighters defects, you are sent on a deadly undercover mission to save them. You will fly an enemy fighter (with stunning graphics!), and battle 16 missions before you can save the new allies. **Requires 1.2 MB 5.25" or 1.44 MB 3.5" FDD, VGA & hard disk. IBM - \$80.00**

◆ **WING COMMANDER & SECRET MISSIONS 1, 2 on CD-ROM** **IBM - \$50.00**

WING COMMANDER II

ORI
The best game has just got better! This is a sci-fi space ship simulator, with over thirty different missions to fly, each mission being linked together with character interaction and storyline, with graphics so stunning you will think you are at the movies! The year is 2664, ten years since the TIGERS CLAW was destroyed by Kilrathi stealth fighters, and you, the finest pilot of the Confederation, were framed by human traitors as being responsible for the disaster, before being court martialled and sent to a backwater outpost. But after ten years of boredom, the war suddenly approaches your sector, and you are thrown into combat once again. You get to fly five new fighters, including a jump-capable fighter-bomber. Larger fighters now have rear or flank turrets, which you can also control, and capital ships can now be taken out with one or two hits by new killer torpedoes. You will be stationed on a space station, planetside, and on a new space carrier, as you battle against murderous Kilrathi aliens - but watch your back, there are human traitors aboard the carrier, and they are picking off your fellow pilots one by one! New graphics for take-off and landing sequences will leave you stunned, as will improved graphics following character interaction as the thirty mission story continues. You will get to converse with pilots, officers, repair crews, renegade Kilrathi, and so on. The new Kilrathi fighters and ships are more deadly than ever, and your mettle will be put to the test. Any friendly wingmen can eject from destroyed fighters, and if you fly the two heaviest fighters, you can retrieve these pilots with your rear tractor beam. (The graphics of ejected wingmen spinning helplessly through space while sitting in their chairs is amazing.) The game takes up 11 to 15 meg on the hard disk! **Requires: hard disk, 1.2 MB 5.25" or 1.44 MB 3.5" FDD, 286 or better, and VGA. IBM - \$50.00**

◆ **WING COMMANDER II, SPEECH ACCESSORY, S.O.P.S I & II - CD ROM** **IBM - \$75.00**

WING COMMANDER PRIVATEER

ORI
The best Wing Commander yet. You play the part of a profit seeking privateer in the Gemini sector, smack into between the Kilrath Empire and infested nests of pirates and religious fanatics. You start the game with a rustbucket of a merchant scout, and can start earning a dollar by buying a selling goods according to supply and demand, collecting bounties on pirates or mercenaries heads, by delivery cargo for a merchants guild, or by clearing nav points of Kilrathi or pirates. You can even be a pirate, blowing up ships and stealing their cargo with your tractor beam, to resell later. What do you do with all this money? Well, first there are heaps of upgrades you simply must buy for your ship - stellar maps, ECM packages, repair droid, bigger guns, bigger engines, bigger shield generators, etc. And then there are three bigger ships you can buy, a powerful merc gunship, a huge merchant cargo ship, or a bounty hunter heavy fighter - which is more powerful than any other fighter in any other Wing Commander. There is a 20+ mission campaign involving discovering a new alien race and getting a super-weapon from them, but its rather hard. Apart from that, there are unlimited profit money missions you can fly, and there are 70 star systems you can explore to your heart's content. Graphics are better than ever, and you can land on planets, mining bases, recycling bases, pleasure worlds, a military space station, etc. **Requires 386 or better, 2 MB RAM, VGA, 1.44 MB 3.5" FDD, hard disk. IBM - \$99.00**

◆ **WING COMMANDER PRIVATEER on CD-ROM** **IBM - \$110.00**

◆ **WING COMMANDER PRIVATEER SPEECH PACK** *Requires sound card.* **IBM - \$35.00**

◆ **PRIVATEER RIGHTEOUS FIRE** A mission disk for Privateer, in which your Stetk gun is stolen. As you try to recover it, you find an unholy alliance between the Kilrathi and Retras that threatens the whole sector. The good news is that the missions are not as hard as those in Privateer. **IBM - \$45.00**

FANTASY

CONQUERED KINGDOMS

QQP
A fantasy wargame set in the medieval world of Cascadia, an untamed land of conquest and glory. Invade castles, fly over mountains, and use forests to your advantage as you battle your way to becoming the reigning king. There are 9 scenarios with color maps provided, a random map generator for battle scenes, options to use basic and/or fantasy units such as cavalry, catapults, archers, swordsmen, wizards, dragons, gargoyles, phantoms, etc. Strategy and tactics feature heavily, optional modem play, full campaign conquests with advancement, 21 levels of computer AI, or play against a person, etc! **IBM Requires XT or greater, mouse, hard disk, EGA/VGA, and supports Soundblaster or AdLib. IBM - \$90.00**

LOST IN TIME Part I and Part II

COKTEL
Another interactive movie that uses real actors. You play the part of Doralice, caught up in an unusual adventure involving two interlocking episodes to bring you greater entertainment. Strange places: a mysterious Breton manor house, a galleon surging up out of the past, a bewitching tropical island, and strikingly true-to-life characters: Melkior the secret agent from the future, Delia the fortune teller... They all feature in a scenario that has been carefully plotted and brilliantly directed. But who is Doralice supposed to save? You'll find out by going back in time and working out the clues of an intriguing plot. **IBM Requires: VGA, 3.5" FDD, hard disk, Microsoft compatible mouse, 286 or better. IBM - \$90.00 IBM CD-ROM - \$99.00**

SHADOWCASTER

ORI
There's been a lot of noise about this game, but I did not really know why until I sat down and looked at the box in more detail. You can morph at will - your human character has six metamorphs, feline, floating eye, gremlin, frogman, flame lizard, & terramental. Each form has its own weaknesses and powers. You can replay the adventure in a number of different ways, you don't have to solve it in just one way. Fly, swim, run indoors and out, through dungeons, caverns, castles, mines, volcanoes and underwater caves. The game basics can be mastered quickly. You can concentrate on combat and puzzles, no mapping, resting, eating or spell memorization, & very little text, just lots of action throughout. The realistic and outstanding 3-D graphics allow you to pan around, just like in Castle Wolfenstein 3-D. Has a stunning soundtrack & sound effects. **Requires 386DX33 or better, 4 mg RAM, 16 meg on the hard disk, VGA, 3.5" FDD. IBM - \$50.00**

◆ **SHADOWCASTER on CD-ROM** **IBM - \$99.00**

ULTIMA VIII: Pagan with Speech Pack

ORI
Time and again you have proven yourself a powerful threat to the Guardians plans. Now you are imprisoned on a distant world where the forces of the Guardian hold absolute command. The rules are different here. Without allies or even a familiar frame of reference, you must learn to defeat the ruling Elemental Titans on their own terms in your quest to bring the battle to the Guardian. Includes intense magic & fantasy, a closer blend of fantasy and reality, you can interact with the natives, incredibly smooth and lifelike animation, 400 frames of art per character, and 1200 for the Avatar. The game uses a new more natural perspective, and has a brilliant sound track and sound effects. **Requires: 3.5" FDD, 386DX33 or better, hard disk, VGA. IBM - \$110.00**

◆ **ULTIMA VIII on CD-ROM** **IBM - \$99.00**

WARLORDS

1 to 8 players can participate in this large strategic fantasy campaign. Set in the medieval-fantasy world of Illuria, a fragile peace treaty has expired and after quickly dispensing with any pretence towards peaceful negotiations, all eight nations declare war on each other in a race to gain supreme power. Mechanics are simple, and include diplomatic ventures, economic restraints, production of military units and strongholds, and exploring for magical talismans or allies, such as dragons, ghosts, wizards, etc. There are 80 cities to conquer, 10 terrain types, 16 troop types and races, and terrain-racial combat modifiers. "Treat your defeated foes with the contempt they deserve - and off with their heads!" says the blurb on the box, which well sums up the friendly atmosphere. (We have been asked by customers to warn you - it is extremely addictive!) Note: the IBM version is an improved version. **IBM - \$50.00 AMIGA - \$50.00 MAC - \$50.00**

WARLORDS II

The long awaited sequel to Warlords is here - and it is greatly improved. It is for 1-8 players, any of which can be computer controlled. Computer intelligence is good, with levels being knight, lord, or warlord. An amusing option when playing against computer opponents is I am the greatest, which makes them all attack you all-out from the first turn. One of the greatest attractions of this new version is random maps - an unlimited number of them. You can even choose the percentages of woods, hills, water, etc. One brilliant quick-start option allocates all of the cities to the eight players, so you do not need to rush about exploring and gathering an industrial base - just produce armies and start kicking butt straight away! There are heaps of new unit types, such as giant spiders, scouts, wolf riders, pikemen, elephants, etc. Cities that can only produce one or two troop types, can invest gold in buying the ability to produce other troop types of your choice. Heroes can still romp around the map looking for talismans and allies (and unwittingly trip over monsters who are trying to stop them).

Another great attraction of this game is that it contains diplomacy - even against the computer players. You can be in one of three diplomatic states with all of your opponents: allied, where you should not attack his units or cities; neutral, you can attack his units but should not attack his cities; and hostile, where you can attack freely cities or armies. In the diplomatic action screen you can change the way you wish to deal with another player, and it is in your advantage to declare war on someone first and attack him second. If you backstab him, all the computer players will lower their ratings of you & if you are rated the lowest, they will all declare war on you. **Requires: IBM 386SX or better, 3.5" 1.44 meg FDD, hard disk, VGA, 2 meg RAM. IBM - \$75.00**

WARLORDS II SCENARIO BUILDER

With this superb add-on for Warlords II, you can do anything at all that you wish to the game. You can edit any of the existing scenarios (and this game comes with 24 new scenarios, including Ancient Rome, Napoleonic Britain, a sci-fi world, etc), you can edit the pictures of any troop types using a simple point and click interface, you can edit any map, again with point and click, you can edit the strengths and speed etc of each troop type, control what can be built at cities, etc. The editor also allows you to build a world from scratch, and you can place your own land masses, put cities where you want them, and any type of unit at all - with a little imagination you could even make a space game based on Star Fleet Battles Federation & Empire! **Requires: IBM 386 or better, VGA, hard disk, 3.5" FDD, 2 MB RAM, mouse. IBM - \$63.00**

SSG

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Well, after two years waiting, the game has finally been released. The game is about adventuring in the savage Dark Sun world of Athes, in an endless wasteland, containing a handful of cities ruled by thousand year old sorcerer kings. Your party begins as slaves in the city of Drai, condemned to die as gladiators in the arena. You have to escape into the hostile wilderness, join with other slaves, and create a rebel force powerful enough to destroy the evil king's army. The game takes full advantage of 16-bit computers. Contains new races and monsters, with higher characteristics, over 200 spells, Pool of Radiance style combat, and 50-100 hours game play. Takes over 10 meg. **Requires: VGA, hard disk & 1.44 MB 3.5" FDD, 386 or better. IBM - \$60.00**

AL-QADIM The Genie's Curse

The player takes the role of an outcast whose once mighty clan has been dishonored by treachery and sorcery. His only chance to get back honor and respect for his family is to challenge the Genie Lords, and he must use courage, strength, and cleverness to reach his goal. Features variable difficulty levels, a vast number of magical items, real-time puzzles to be solved, you'll encounter Genies, sorcerers, wise hermits, & other mysterious beings each with their own secrets and challenges. There are over 40 hours of game play. **IBM Requires: 386 or better, hard disk, VGA, 3.5" FDD. \$50.00**

AL-QADIM The Genie's Curse CD-ROM Requires as above + CD-ROM. **IBM - \$90.00**

DUNGEON HACK (FORGOTTEN REALMS)

Set in the Forgotten Realms, this game features a revolutionary randomised dungeon generator and can handle custom setups to deliver literally countless hours of subterranean adventure. There are 4 billion dungeons possible! It is a single character role play adventure. You have six races and 12 character classes to choose from. You can select different dungeon difficulty levels for puzzles and traps, and created dungeons can be passed onto friends. The game also keeps track of all the monsters you bash, and a record of each of your characters in a hall of fame. Over fifty monsters are included in the Bestiary. **IBM Requires: hard disk, 3.5" FDD, 386 or better, 2 mb RAM, & microsoft or compatible mouse. IBM - \$99.00**

DUNGEON HACK ON CD-ROM Requires as above + CD-ROM. **IBM - \$99.00**

FANTASY EMPIRES

For up to five players (with there being a pool of twenty computer players to choose from), you begin the game as a leader of a kingdom. You build your own D&D empire and rule Mystara by creating alliances and defeating enemy kingdoms. A computer DM mediates all elements of game play. You can command dozens of troop types including ballistas, elves, dwarves, etc, interact with fantastic races, send heroes on quests that can provide all sorts of magic items such as rings and swords, and construct a variety of buildings and fortifications. Combat occurs real time with a spectacular overhead view. **Requires hard disk, 1.44 MB 3.5" FDD, 386 meg, VGA, IBM - \$90.00**

FANTASY EMPIRES ON CD Requires as above + CD-ROM. **IBM - \$90.00**

RAVENLOFT: STRAHD'S POSSESSION

Strahd's got evil plans afoot, and your player character will be hard put to stop him. The plot is captivating, intense dungeon delving is required, and the music is dark and forboding. There are over 30 Ravenloft creatures to bash, 60 Mage and Priest spells to master, and over 30 character faces to choose from. You can pan about with your character as you walk about in the 3-D world. There are no right angle turns necessary, the game-play viewing window takes up most of the screen, graphics are extremely crisp and detailed, maps are automatically updated, you can put notes on them, and even print them. Over 100 hours game play. **IBM Requires: 386 or better, hard disk, VGA, 3.5" FDD. IBM - \$99.00**

RAVENLOFT: STRAHD'S POSSESSION ON CD Requires CD-ROM. **IBM - \$99.00**

STRONGHOLD Kingdom Simulator

This is an extremely mesmerising game. You start the game with yourself as baron and with 4 party characters. Each of the 5 characters starts to build a manor, which can grow almost infinitely in size and quality. The baron first builds a castle, and the party members build keeps. Your 5 characters can also be selected from the races/classes of elf, dwarf, fighter, thief, cleric, or halfling. Elves cultivate trees the best, producing more income and produce than any other character class. Dwarves are best at mining rock resources, fighters are the best in combat. Halflings are the best. They excel at farming, and are almost as good as the elves in tending trees and the dwarves in mining. Basically, each of your five characters will produce, or recruit, off-spring, and these will spread out from the original castle and keeps. Once they are in a plot of land that has no constructions, providing you have money in the bank, you can start to build something in that plot, whether farms, houses, guild halls, money vaults, etc. Over two dozen basic building types can be built, and each class has its own building types as well. Most buildings or farms, woods, etc, can be upgraded several times, so that in the end what began as a wood ends up a profitable orchard. Graphics are stunning, with a 3-D view of the whole world, regardless of where you stand. Once your empire gets rather big, you can see farms and houses stretching away until they are too small to distinguish. The game is also a combat simulator, where you can both defend your home empires from attack from hordes of AD&D monsters and villains, or you can go hunting down enemy strongholds. **Requires: 386 or better, VGA, 2 meg RAM, 3.5" 1.44 meg FDD, hard disk, mouse. IBM - \$90.00**

UNLIMITED ADVENTURES

You've probably noticed that there are not many AD&D titles left - but not to worry! This game is in fact an AD&D game builder, or construction set! You can build maps with an easy to use grid screen and link them with teleporters, doorways, and stairwells. Choose characters from 112 monsters and NPCs. Design dungeons of your dreams. There is a complete scenario included, which can even be edited. You can use 200 classic art images included, digitised pictures from AD&D, import original art files, combat uses the strategic overhead phased system, and there is easy backup. **Requires 286 or better, VGA, hard disk, 1.44 MB 3.5" FDD. IBM - \$90.00**

MISCELLANEOUS

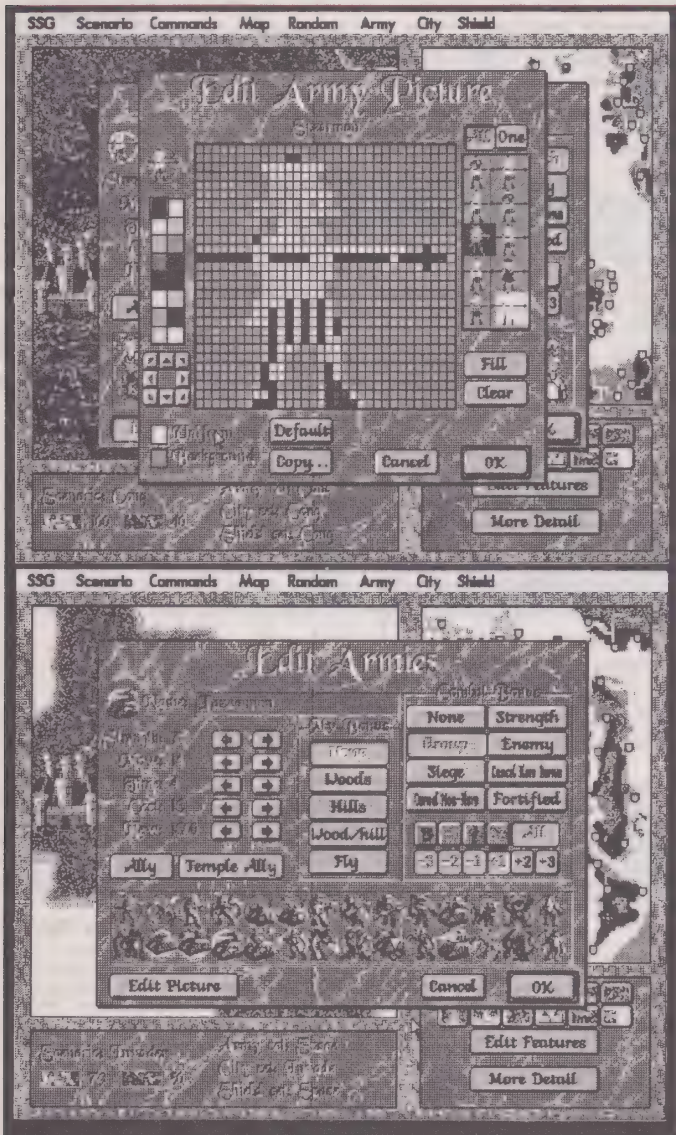
A-TRAIN with CONSTRUCTION SET

The people who brought us SMCITY have now brought us an equally gripping rail building game. You start the game with an open space and a small bank loan, and build yourself an empire. You build railroads and business empires with easy menu choices. Survey your realm and check the status of all your trains with the satellite view. Detailed reports track your business holdings and urban development. There are 19 different locomotives to choose from 3 continents, and you can diversify your portfolio by buying and selling up to 24 different OTC stocks. But be careful, because if the stocks crash, you will too. There are six different scenarios, you can build high-rise offices, department stores, hotels, golf courses, amusement parks, stadiums, ski resorts, etc. CONSTRUCTION SET allows you to build landscapes, place tracks and trains, develop towns and cities etc, without any money restraints. You can modify scenarios or build new ones, you can move mountains, create rivers, lakes, make fields, orchards, modify saved games, run up to 27 trains at once, etc. **Requires EGA, VGA, hard disk, 5.25" or 3.5" FDD. IBM - \$90.00**

At last it's here - the completely revamped version of Simcity, with 3-D views available at three magnification levels and graphics so stunning you can't put the game down. Specially designed for VGA, can be played as a beginner or with options turned on as an expert. You can create and then run your own cities, or run any of the cities provided. If you do a good job of running your city, people will flock to it, otherwise they'll leave - so practice is required to learn their likes & dislikes. Cities can also reach up to the 5,000,000 mark, as opposed to the limit of 500,000 of Simcity Classic. You can build residential, industrial, & commercial zones, including things such as highways, tunnels, on-ramps, bus depots, parks, zoos, marinas, police stations, airports, harbors, police stations to control crime, educational facilities, arcologies, churches, and alternative power sources such as gas, solar, micro-wave, etc. It features 64 levels of altitude, an underground level for water, subways, variable sized zones, more city services, terrain editor, local newspaper for events, angled roads, new disasters, etc. The game is run by a simple point and click on the toolbar and pull down menus. There are heaps of pull down graphs that show the trends of population, budget, etc. If you enjoyed Simcity, you'll love Simcity 2000. **Requires: IBM 386 or better, 4 meg RAM, hard disk, VGA, 3.5" 1.44 meg FDD. MAC - \$99.00**

FAULTY PROGRAMS

If you have received a faulty disk for any reason - do not send it back to us! If you do, it will sit in our damaged section until someone has time to send it off to be repaired. Instead, give us a call or a letter, and we will give you the details of the Australian company which distributes the game. This company will give you a Return Authorisation number so that you can return the disks to them, they will fix the disks, and then send them straight back to you. This way you cut us out from being the middle man, and will get your repaired disks much sooner than otherwise.



ADVANCED DUNGEONS & DRAGONS

DARK SUN - Shattered Lands (Includes Clue book)

SSI

MINIATURES RULES

COLOR CODE

■ New Item Now Available and in Stock

■ New Item Not Yet Released

WRG ANCIENTS RULES

HISTORIC

WRG ANCIENTS RULES 7th Edition

Wargames Research Group's 3000BC to 1485AD rules. Each figure (of any scale - 6mm to 25mm) represents 50 men. All troop types (from archers to elephants), weapons, formations, & tactics for the period are included in this 48 page book, plus reference card. All troops are based and fielded in elements, of either 2, 3 or 4 figures per base. The rules include historical background, field engineering, fortifications, unusual 'terror' weapons, & basic strategies. **\$16.00**

WRG ARMY LISTS Vol #1 Ancient Near East 3000 BC - 500 BC

Until now everyone's been using the 6th Edition's three army list books, which are not really compatible with 7th Ed. This first new army list book is 77 pages in length, and covers all the armies of the Ancient Near East from 3000 - 500 BC. Armies included are: Babylonian, Assyrian, Hittites, Egyptian, Hebrew, Philistine, Etruscan, Early Greek Hoplite, Spartan, Thracian, Achaemenid Persian, armies of the Persian wars, Philip II Reformed Macedonian. Each army entry includes foot notes regarding tactics, history, troop types, & some maps. **\$16.00**

WRG ARMY LISTS Vol #2 Armies of Far East, Asia, America

A 90 page book of army lists for the Far East, Asia, and America. Some of the armies covered are: Later Shang Chinese, Early mounted Nomads, Hsiung-Nu, Han, Three Kingdoms Chinese, Early Medieval Indians, Kirghiz, Khmer, Medieval Vietnamese, Kitan-Liao, Sung Chinese, Mongol, Japanese (early, to late), Aztec, Inca, Mayan, etc. Includes foot notes, descriptions, maps. **\$16.00**

WRG DE BELLIS MULTITUDINIS Mass Ancient & Medieval Combat

These are the best set of ancient and medieval miniatures wargames rules around. They are simple (just 36 pages), with the most elegant combat system I've seen. You can play with either 25mm, 15mm, 6mm or 2mm figures. All figures are based in elements, eg. all 15mm troops are placed on a base 40mm wide. This has 4 close order infantry, or 3 cavalry or loose order infantry, or 2 light horse or open order infantry, or one elephant or chariot. There are nineteen troop classifications (eg. spears, knights, light horse), each having up to five grades (such as Superior or Fast), and all are either regular or irregular. The combat system is pure magic - only two pages long. And the most important things are the flanks on each one of your elements - each needs to have another element on either side. All units have a combat factor against foot and horse. When two elements fight, each player adds 1D6 to his combat factor, and there are a few combat variations to be added or subtracted. If inferior troops score lower than their enemy, they receive a further -1 (ie, fight goes against them & they lose heart), whereas if superior troops score lower, they get +1, ie, fight goes against them but they're tough so they just lump it. Normally, if one element scores up to double it's opponent, the opponent retreats it's base width. But there are lots of exceptions. If knights (which includes troops such as cataphracts & Macedonian Companions) recoil spears, pikes, warband, psiloi, etc, they are destroyed. If psiloi recoil elephants or suicidal chariots, they are destroyed. If one element scores double or more than its opponent, the opponent is normally destroyed - but again there are many exceptions. Foot elements that score double that of light horse, can do no more than make them flee for one turn. Also, spears, pikes & blades (which includes Legionaries etc) can only ever be recoiled by light horse. Psiloi can only be destroyed by mounted troops, bowmen, or psiloi or auxilia. Otherwise they flee.

There is also a magnificent command system. Each general (usually have 2 to 3, each with his own command) throws 1D6, and this is the number of actions that general can perform. Generally, an element or group (elements in base to base contact) will cost one pip to move if regular, or two if irregular. Light troops are always 1 pip. They really are excellent rules. **\$16.00**

MUS DBM Armies - Achaemenid Persian vs Alexandrian Macedonian

We are offering two complete armies for D.B.M., taken from the Army Lists Book #2. The armies are available singly, together, and either unpainted & unbased, or based & painted. Figures are Museum Miniatures. Please allow up to six weeks for delivery.

Alexandrian Macedonian 66 elements, worth 374 points, containing 39 Cavalry and 178 Infantry. Figures are C-in-C, 2 Sub-generals, 18 Companions, 12 Thessalians, 6 Paionians, 16 Hypaspists, 96 Pikes, 16 Agrianians, 8 Cretans, 24 Greek Peltasts, 18 Thracian Peltasts. **Unpainted & Unbased - \$140.00**

Painted & Based - \$615.00

Later Achaemenid Persian 64 elements, worth 375 points, containing 87 Cavalry, 89 infantry, & 2 chariots. Figures are C-in-C, 2 Sub-generals, 6 Armored Cavalry, 54 Persian & Colontist Cavalry, 12 Arachosian Light Horse, 12 Skythians, 56 Greek Hoplites, 24 Persian Archers, 2 scythed chariots, 9 Thracian peltasts. **Unpainted & Unbased - \$161.00**

Painted & Based - \$677.00

WRG DBM ARMY LISTS Book #1 3000 BC - 500 BC

A 54 page book of army lists written especially for DBM. The average size of armies used with DBM is between 300 - 500 points. I recommend 200 points for 25mm, which is around 30 elements or around 90 figures; or 375 points for 15mm, which is around 60 elements or 180 figures. This book includes notes on each army, rules for using allies, climate, aggression, and terrain types for each army, etc. Armies included are: Egyptian, Syrian, Assyrian, Babylonian, Mycenaean, Trojan War, Early Hoplite Greek, Thracian, Early Macedonian, Roman & Etruscan, Early Achaemenid Persian, Early Carthaginian, etc. **\$16.00**

WRG DBM ARMY LISTS #2 500 BC - 476 AD

A 76 page book of army lists, including some of the Ancient period's greats. Later Hoplite Greek, Alexandrian Macedonian, the Successors, Camillan, Marian, Early, Middle, Late, & Patrician Roman, Hunnic, Alans, Gallic, Hsiung-nu, Armenian, Ancient British, Sassanid Persian, Early German, Visigoth, Vandal, Pictish, Saxon, and my favorite - the Parthians. The first seven games I played of DBM were of Parthians fighting Marian Romans, and I immediately fell in love with the Parthians. The cataphracts are rated as being Knights(X), ie, exceptional. This means that they are classed as superior against spears, pikes, horse, & bowmen, but inferior against blades, knights, or warband, ordinary in all other cases. And moving 150 paces, they are basically fast super heavy infantry, and against legionaries in two ranks, they make for an even battle. But the horse archers! Zipping all over the place and totally invulnerable against any enemy foot. **\$16.00**

WRG DBM ARMY LISTS #3 476 AD - 1071 AD

Army lists to cover the Dark Ages and Early Medieval period. Covers Byzantine, Ottoman Turks, Vikings, Normans, Saxons, Charlemagne, King Arthur, Slav, Bulgar, Khazar, Spanish, Tribal Mongol, Vietnamese, Early Polish, Papal Italian, Early Russian, etc. **\$16.00**

WRG DBM ARMY LISTS #4: 1071 AD - 1500 AD

The High Medieval Period, and one of the most popular periods in history. It includes Anglo-Norman Britain, the Crusades, Mongols, 100 Years War, War of the Roses, armies of the Italian city-states, Poland, the Hussites, etc. Due in August at the latest! **\$16.00**

WRG DE BELLIS ANTIQUITATIS Fast Play Ancients Rules

Wargames Research Group's fast play ancient & historical miniatures rules. Game mechanics are a simplified version of DBM, using the same basic concepts. One major difference is that all armies consist of 12 elements or bases of figures, which means that no army can have over 50 figures. There are no point values. It is a 20 page book containing simple yet effective mechanics that cover troop definitions, terrain, camps, close combat, missile fire, artillery, etc. Includes a suggested six nation campaign, historical army lists, all of which require only a small number of figures. Very suitable for 25mm, 15mm, or 1/300th scale games. **\$7.50**

MUS DBA Armies - Later Hoplite Greek vs Phillip II Macedonian

We are offering two complete armies for D.B.A., taken from the Army Lists. The armies are available singly, together, and either unpainted & unbased, or based & painted. Figures are Museum Miniatures. Please allow up to six weeks for delivery.

Later Greek Hoplite 12 elements, with 3 Cavalry & 39 Infantry. Figures are 3 Greek Cavalry, 32 Hoplites, 3 Thracian Peltast, 4 Psiloi. **Painted & Based - \$120.00**

Macedonian 12 elements, with 11 Cavalry & 27 Infantry. Figures are 3 Companions, 6 Greek Cavalry, 2 Light Horse, 16 Pikes, 4 Hypaspists, 2 archers, 2 Agrianians, 3 Thracian Peltasts. **Unpainted & Unbased - \$25.00**

Painted & Based - \$130.00

MUS DBA Armies - Camillan Roman vs Gallic 220 BC

We are offering two complete armies for D.B.A., taken from the Army Lists. The armies are available singly, together, and either unpainted & unbased, or based & painted. Figures are Museum Miniatures. Please allow up to six weeks for delivery.

Camillan Roman 12 elements, with 6 Cavalry & 36 infantry. Figures are 6 Roman Cavalry, 24 Hastati/Principes, 8 Triarii, 4 Velites. **Unpainted & Unbased - \$26.00**

Painted & Based - \$128.00

Gallic 12 elements, with 12 Cavalry & 28 Infantry. Figures are 12 Gallic Cavalry, 24 warband infantry, 4 archers. **Unpainted & Unbased - \$28.00**

Painted & Based - \$138.00

WRG HORDES OF THE THINGS

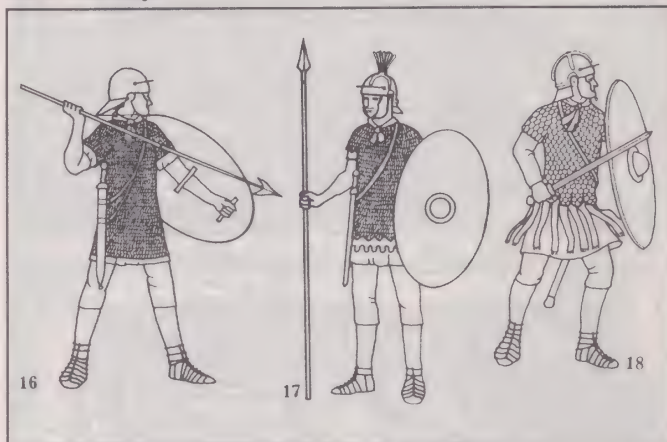
A 40 page book of fast play fantasy miniatures rules, using a system very similar to DBA. All armies consist of 24 points, and can include the troop types aerial hero, god, dragon, paladin, behemoth, magicians, heroes, airboats, artillery, sneakers, clerics, flyers, knights, riders, beasts, blades, spears, shooters, warbands, hordes, and lurkers. Large battles can be played, simply by adding further generals, each of which commands 24 points. The average 24 point army will include 24 - 36 figures. Combat is very similar to DBA and DBM, and so the game is extremely fast moving and easy to learn. Hordes are done in a novel way. If one is eliminated, the next turn you can replace it by spending one command pip, and it arrives in your stronghold or back board edge. **\$16.00**

WRG ARMIES OF MACEDONIAN & PUNIC WARS 359 - 146 BC

A superb 192 page sourcebook on the period of ancient history from the time of Phillip of Macedon, Alexander the Great, to the arising of Rome as the dominant power. This book is one of the most comprehensive history books available, detailing each nation in great detail, including: the Persians, Greeks including: Boiotia, Sparta, Athens, Phokis, etc; Macedonian, including Phillip's reforms and Alexander; the Successors, Bactrian & Indian Greeks, Thracians, Illyrians, Steppes, India, Carthage, Spaniards, Celts, Rome, Etruscans. History and tactics of each of those powers is included. For example, did you know why the Greek Hoplites right flank tended to beat the opposing left flank? Each of the major battles of the period are covered. And best of all, there are over 100 pages of troop dress and equipment, including an illustration of every troop type, diagrams of common shield patterns and designs, & colors of tunics & armor, horses, etc. **\$38.00**

WRG ARMIES & ENEMIES OF IMPERIAL ROME 150 BC - 600 AD

146 pages of pure historical delight! Tactics, history, and troop types are covered on the Roman armies from Marian Roman to Patrician Roman, Pontus, Armenia, Gaul, Britain, Early Germans, Parthia, Jewish Revolt, Arabs (an extremely colorful race - "The disappearance of your own Arab allies or being joined by those hired by your opponent was a reliable way of estimating your army's chances"), Sarmations, Dacians, Moors, Palmyra, Sassanid Persia, Picts, Scot's-Irish, Later Germans, and the Huns. Major battles of the period are detailed, and illustrations of each troop type are given, along with commentary & painting guide regarding armor & tunics, and there are over 200 shield designs. **\$28.00**



WRG ARMIES OF THE DARK AGES 600 - 1066 AD

A 128 page history book covering armies of the Dark Ages, their histories, troop types, tactics, etc. Nations covered are: Byzantine, Sub-Roman, Pictish, Irish, Visigoth, Lombard, Carolingian, Viking, Russian, Slav, Avar, Bulgar, Alan, Armenian, Sassanid, Arab, Saxon, Norman, Italian, Spanish, etc. Major battles of the period are covered, and each troop type is illustrated and described, giving armor & tunic colors, etc. Maps are also provided. **\$30.00**

WRG ARMIES & ENEMIES OF THE CRUSADES 1096 - 1291 AD

A 120 page historical reference book of one of the most colorful periods of history, when repeated attempts to wrest the Holy Lands from the hands of the infidel Muslims met with varying degrees of success or failure. It contains maps, major battles of the period, and history and tactics of the following nationalities: Franks, Hospitaliers, Templars, Armenians, Syrians, Seljuks, Fatimids, Mamluks, Byzantines, Georgians, Mongols (called Tartars by the Franks), Ilkhanids, etc. In the late 1200s the Mongols invaded the Middle East as well. Each troop type is illustrated and described, giving armor and tunic colors, etc. **\$30.00**

WRG ARMIES OF FEUDAL EUROPE 1066 - 1300 AD

A 160 page historical reference book of Medieval Europe following the battle of Hastings 1066. It gives history, tactics, organizations, of Bulgaria, England, France, Holy Roman Empire, Hungary, Teutonic Knights, Poland, the Low Countries, Scotland, Italy, Spain, Wales, etc. Also covers many major battles, and gives illustrations and descriptions of each troop type for all the listed nations, including armor and tunic colors, variations, shield & banner designs. **\$38.00**

WRG ARMIES OF THE MIDDLE AGES Volume 1 1300 - 1487 AD

A must have for all fantasy & historical medieval gamers. This book contains 215 coats-of-arms, for

both heater shields and knights' banners and pennons. Organisation, tactics, history, dress and equipment are provided for the Hundred Years War, War of the Roses, & the Burgundian Wars, and covers, England, Burgundy, France, Free Companies, Ireland, Italy, Low Countries, Scotland, Spain, & Switzerland. The book is so detailed that it includes even the actual money paid to various troop classes throughout those wars, eg, £1 a day to a Prince in 1347, to 6d to a Hoblar. It covers the make up of men-at-arms, including ratio of bannerets, knights, esquires. Has illustrations and descriptions, color guides to all the troop types for each belligerent. 192 pages. **\$38.00**

WRG ARMIES OF THE MIDDLE AGES Volume 2 1300 - 1500 AD
A 200 page historical reference book on the organisation, tactics, dress, weapons, and history of armies of the Ottoman Empire, Eastern Europe, & the Near East from 1300-1500 AD. Nations included are: Albania, Byzantine, Catalan Company, the Golden Horde, Holy Roman Empire, Hospitallers, Hungary, the Hussites (with those cute war wagons!), Mamluks, Ottoman Empire, Poland, Teutonic Knights, Venice, etc. Includes details of major battles, 105 coats-of-arms, illustrations of all the troop types, artillery, etc. **\$38.00**

BATTLESYSTEM FANTASY

TSR BATTLESYSTEM
A moderate complexity system covering large-scale battles between 25mm fantasy units (particularly Ral Partha's excellent range). With 3 levels of rules complexity, featuring magic, heroes, monsters, flying rules, sieges, and much more. Each figure represents ten soldiers, or one creature or character - but common troops appear on multi-figure bases, and fight as a formation. AD&D player-characters can be used as heroes in any Battlesystem scenario. Made by TSR, with 128 pages and color photographs. **\$30.00**

TSR CASTLES
A generic medieval-fantasy supplement boasting a wealth of 25mm color cardboard structures, including towers, holds, fortress walls, battlements, drawbridges, siege towers, fieldworks, plus numerous floorplan aids, etc. Includes assembly instructions. **\$60.00**

BLOOD BEREETS SCI-FI

HEA BLOOD BEREETS
A superb miniatures-boardgame set along the lines of *Space Hulk*, of similar complexity. Set in the *Mutant Chronicles* universe, in our not too distant future. A dark future of megacorporations who slug it out with each other, the nations, and the Dark Legion - an almost unstoppable horde of demons who lead a never ending supply of undead. The Blood Berets are the elite troops of the corporate armies, called up to deal with the Dark Legion. This game centres on combat set in the fetid jungles of Venus and in underground fortresses. Game contents include 16 superb plastic miniatures (same size as Warhammer 40,000 figures), a thick pre-cut foam figure storage area, 9 geo-morphic gaming tiles showing jungles on one side and an underground fortress on the other (both sides can be used at the same time), a tactical display map, 70 counters, 56 cards which give all relevant game stats and details on troop types, sergeants, medics, special equipment such as scanners, Dark Legion psychic powers, weapons, etc. And simple and concise 32 page rules. There is an excellent range of metal miniatures to supplement the game - see the miniatures section, page 47. **\$60.00**



BLOOD BOWL 2nd Ed FANTASY

GAM BLOOD BOWL 2nd Edition
Bigger, better, faster, free of loop-holes, & more expensive. Multi-racial fantasy teams play a very violent version of Gridiron, literally fighting for victory (and any other reason they can think of). Components include: large full color playing field, 12 plastic orcs, 12 plastic humans, 4 plastic footballs, Blood Bowl Handbook, painting guide, Guide to play, fifty sheet record pad of Team Rosters, reference sheets, team cards, star player cards, 37 counters, templates, 3 special blocking dice, 3 normal dice, etc. **\$89.95**

GAM DEATHZONE
The first supplement for Blood Bowl 2nd Edition. With special rules to allow coaches to add apothecaries and Wizards to their teams, to heal injured players, or to blast the other team with spells. Over 100 new cards allow all kinds of dirty tricks and underhand tactics, like bribing the referee. Add new weapons like the dwarf Death-Roller. Has new team lists for Goblin, Chaos, Undead, Wood Elf, Halfling, Chaos Dwarf. 18 new star player cards. **\$45.00**

CHALLENGER 2000 MODERN

TAB CHALLENGER 2000
This new version of Challenger is both updated and revised, making a must for all modern miniatures gamers. Changes include new move sequence, new morale, Explosive Reactive Armor, new missiles, etc. The rules cover battlegroup combat from 1950 to 2000's. Each micro-scale (1/285th or 1/300th) miniature in the game represents one AFV, weapon, or man. The 66 page rulebook includes reference charts, a beaten-zone template & 170 markers. The popularity of this product is due to its comprehensive detail & excellent tactical integration of the combined-arms doctrine. Mechanics cover the command network, communication, multiple ordnance, electronic & NBC warfare, engineering, helicopter operations, air support, and much more. **\$16.00**

TAB MODERN EQUIPMENT HANDBOOK
92 page guide to equipment specifications and point values. Contains a compendium of vehicles (MBTs, TDs, APCs, ACs, recon units), anti-tank missiles, rockets (conventional and NBC), antiaircraft systems, mortars, artillery & helicopters, all from 49 countries. **\$15.00**

TAB DIGEST #4
Ultra modern army lists Volume # 1. This 77 page book details comprehensive unit compositions of the major and neutral forces on the central European front. **\$15.00**

TAB DIGEST #5
Features tables of organisation for the Middle East, Africa, the Far East, Latin America, and Rapid Intervention Forces, plus a brief listing of Central American 'hot spot' forces. **\$15.00**

COMMAND DECISION WWII

GDW COMMAND DECISION
2nd Edition. Covers combined arms wargaming at operational-level from 1939 to 1992. The emphasis is on speed of decision & the importance of each combat element, without succumbing to rules overkill. Suitable for any scale, HO/OO, 1/285th, with each model vehicle & stand of infantry representing a platoon. What you get with this boxed set is: 96 page rulebook that includes aircraft, airborne & amphibious operations, 6 scenarios, & a DYO campaign material. A 224 page Armies of WW2 book detailing divisional tables of organisations & equipment for France, Germany, Italy, Japan, Poland, England, America & Russia. A 32 page equipment data book lists major weapons for all of these nations. There is also an 8 page set of playtest rules for pre 20th century games, a battalion level summary, 2 rules charts, 2 templates, & a plethora of chits. **\$55.00**

FANTASY WARRIORS FANTASY

GRE FANTASY WARRIORS GAMERS PACK
Grenadiers incursion into the realm of 25mm tabletop fantasy miniatures' gaming is a pleasant surprise. This is a low to moderate complexity system that allows play to flow quickly without sacrificing the character necessary for epic fantasy battles. The FANTASY WARRIORS RULES book, 56 pages, contains good command control, and also includes sections on scouting, warchief boasts, omens, threats (quite useful), magic, talismans, army lists, and more. All armor types and weapons are classified individually - there are no values for these as is common in most rules. A counter sheet is provided with 150 game markers, & there is a quick reference card. The pack also contains the FANTASY WARRIORS COMPANION with a counter sheet, stats update sheets which have army lists for Halflings, Mercenary Cyclops, Two headed Ogre, Fighting men giant handgun, cannon, Mercenary Bugbears, Barbarian Giant, & a newsletter. This pack contains everything you need to play except for miniatures & dice. **\$16.50**

GRE FANTASY WARRIORS COMPANION
An 80 page book detailing Undead armies, including necromantic power, power drains, stats for undead war rhino and undead war mammoth; rules for mercenaries, including firewater, poisoned arrows, mercenary commands, mercenary half-orcs, horse raiders, mercenary dragons and giants, barbarian war mammoth, goblin war giant, etc. Also gives stats and rules on the Fantasy Forge Battlefield Scenery, ie, mantlets, spiked pits, archers stakes, walls, etc. Also includes paladin heroes, druids, ballistas, dwarf war cannon, new magic spells, rules updates, multiplayer game rules, and revised and expanded army lists, including balrogs and ents. 1 sheet of counters **\$22.50**

FUZZY HEROES MAKE BELIEVE

INN FUZZY HEROES
A tongue in cheek miniatures game for ages 6 and up, played with any old stuffed toys & your bed spread as the gaming board. Champion the cause of the Fuzzy Heroes as they stand up to the Naughty Eye King, trying to rescue their comrades and bring them back to Frolic-Haven. This 80 page book gives profiles on several fuzzy heroes: Stuff the Magic Dragon, Sir Teddy, Just Duckie, Hoppy the Frog, Tank the Turtle, Dart Evader & his Stormy Snoopers. Rules include terrain effects, simple & advanced rules, vehicles, troop types; hand, ballistic, & advanced weapons, serial movement, sieges, morale, etc. **\$20.00**
FUZZY HEROES with around \$100.00 retail worth of soft toys... **\$50.00**

INN FUZZY SOOPER HEROES
The Naughty Eye King has issued a challenge to the Knights of the Stuffed Table, but everyone knows it's a trap, so good king Swineheart orders his knights not to go. But then Yellow Bunny announced that he had found some strange, colorful outfits, that gave strange powers to anyone who wore them - so several Knights of the Stuffed Table donned these outfits and went off to the Tournament. This is their story...Includes Sooper powers, attributes, invisibility, sprayed & sonic attacks, Super agility, speed & strength, Hot Stuff, Deep Freeze, Web, Bestow, Teleport, Rules of Chivalry, & the Assault on Stuffmore Castle. 80 pages. **\$20.00**

INN UNDER THE COVERS
Covering the clandestine operations of Fuzzy Heroes. With rules on espionage, counter espionage, sabotage, and enough high-tech gadgets to keep any stuffed secret agent happy. It follows the trials of a little girl called Brenda, who cannot keep her room clean due to the efforts of the Naughty Eye King. So C.O.A.L.A. goes under cover, leading a hand picked squad of Fuzzy Heroes, to try to rescue the girl. **\$20.00**

HARPOON MODERN NAVAL

GDW HARPOON
Excellent tactical naval rules, featuring a 48 page rulebook, the 144 page Data Annex 1990-91 book (see below), a 16 page scenario book, 2 reference cards and 168 counters (if you can't afford miniatures). The mechanics are detailed, and allow for a realistic interpretation of near-future conflicts. Incorporates devastating air-power and sophisticated electronics with a variety of surface vessels & submarines. However, these rules require extensive book-keeping (unit damage allocation, ammunition expenditure, fuel, etc.) **\$40.00**

GDW BATTLES OF 3RD WORLD WAR
Contains 14 scenarios of Soviet & NATO naval engagements in the North Atlantic. With new rules, secret weapons, plus essays on maritime strategy. 48 pages. **\$13.50**

GDW SHIP FORMS
25 detailed status sheets for popular ship classes in the NATO (12 entries) and Soviet (13 entries) fleets. Full game data for each vessel is included, as are 9 aircraft and 4 helicopter profiles, plus a scenario-generation system. **\$13.50**

GDW SUB FORMS
Like Ship Forms, this 48 page supplement is designed to speed-up play & make references to the combat vessels easier. Features 38 detailed, ready-to-play submarine data-sheets, representing boats from 7 countries. **\$13.50**

GDW ASW FORMS
Contains comprehensive data-sheets for 32 NATO & Soviet Anti-Submarine Warfare vessels, aircraft & helicopters. With an ASW scenario generation system. **\$13.50**

GDW DATA ANNEX 1990-91

Filled with concise technical specifications on modern ships, submarines, aircraft, weapons, missiles & electronics. This 144 page supplement details the world's fleets, including near-future vessels. Also features new aircraft endurance rules. **\$10.00**

GDW THE SOUTH ATLANTIC WAR

Features 24 scenarios that recreate the furious clashes between Britain and Argentina in their battle for control of an island full of cold sheep (not New Zealand!) Includes pregenerated ship status sheets, background info, environmental data and land campaign rules. **\$20.00**

GDW TROUBLED WATERS

Features over 30 pregenerated ship forms and special rules that cover 3rd world navies, with scenarios from the 1973 Arab-Israeli war, Iran-Iraq war, and the Gulf War. A scenario generator is provided, plus a brief history of Fast Patrol Boat operations. **\$16.50**

GDW 1994 HARPOON NAVAL REVIEW

160 pages including over 80 ship and air-craft data forms, with six aircraft carriers from the Russian Admiral Kuznetsov to the Indian Virat, US Wasp class LHD, US Arleigh Burke guided missile destroyer, F-117A Stealth Fighter, F-14D Super Tomcat, F-15E Strike Eagle, etc. Updates the state of the US Fleet, listing all decommissionings and commissionings, plus reports of what we could see in the future. Has rules upgrades, errata, expanded rules, 13 scenarios & scenario generators, etc. **\$27.00**

JOHNNY REB U.S.CIVIL WAR

GDW JOHNNY REB

2nd Edition. One figure (of any scale) represents 20 soldiers, and forces are deployed in Regimental formations. Players are able to recreate massive Corps-level engagements. Includes an 88 page rulebook illustrated with diagrams, 11 pages of scenarios, 2 quick reference sheets & over 300 counters. Comprehensive in its historical detail & with playable mechanics. **\$40.00**

KILLZONE

SCI-FI

GRE KILLZONE

From the people who brought us Fantasy Warriors, we now have Killzone, the game for Grenadier's Future Warriors by Mark Copplestone. The has been designed by Nick Lund, and contains 1 26 page rulebook and 10 metal figures, being 5 troopers with helmets and 5 troopers with berets. You field squads of troopers, law enforcers, or Rebels, but gangs of street warriors, which are less well equipped. You can also have individuals such as heroes & cyborgs. Orders include Shoot (allows you to shoot & move), Stay Sharp (allows you to double your initiative), Keep Down (makes you a difficult target), Assault (to get into hand to hand) and Snipe (for those targets you simply must take out.) Weapons include handguns, shotguns, assault rifles, grenade launchers, assault cannons, lasers, scatter guns, flame throwers, razor claws, swords, chains, daggers, etc. Different units also have special rules - rebels excel at their Hit & Run order, Savages get close combat bonuses, etc. **\$35.00**

KRYOMEK

SCI-FI

FAN THE COMPLETE KRYOMEK

Fantasy Forge went into receivership, but have been bought out by Grendel Productions. They will be releasing (around October they claim) THE COMPLETE KRYOMEK boxed set, which will contain fully revised rules, complete army lists, supplementary rules, background information, a starter scenario, and plastic miniatures. There will be regular scenarios later on, and new plastic vehicles and miniatures. **\$TBA**

NAPOLEONS BATTLES

NAPOLEONIC

AVA NAPOLEONS BATTLES

Rules for grand tactical brigade-regimental warfare from 1792 to 1815. Includes unique mechanics that stress Command-Control & player interaction. One 15mm figure represents either 120 infantry or 80 cavalry, with 1 artillery base per battery. One turn = 30 minutes, one inch = 100 yards. Features an introduction (32 pages), a scenario book with 8 battles and DYO (48 pages), a rulebook with three complexity levels (36 pages), reference cards, templates, and 186 counters. Over 350 troop types, all nationalities, and 800 leaders are rated for their abilities. Counters are included for those without miniatures. By Avalon Hill. **\$45.00**

AH NAPOLEONS BATTLES EXPANSION MODULE

Features rules errata for the parent game, more details on scenario generation, plus optional mechanics (terrain and formations, etc), and 9 complete scenarios. 54 pages. **\$15.00**

PHOENIX COMMAND 20th CENTURY

LEA PHOENIX COMMAND

A quick-playing, realistic small-arms combat system (for miniatures or role playing). Any number of players can participate in gritty man-to-man scenarios of modern melee combat. Includes basic, advanced & optional rules plus a character generation system and a comprehensive listing of contemporary infantry weapons. 90 pages of mainly slaughter. Recommended. **\$30.00**

LEA ADVANCED DAMAGE TABLES FOR SMALL ARMS

A detailed expansion of the Hit Location and Damage tables. Includes rules for bullet paths (showing just what gets splatted), low penetration weapons, target shock, bone ricochets, and over 60 bodily hit locations. This much family fun can't be legal! **\$20.00**

LEA ADVANCED RULES

More mayhem than you can poke a stick at! Includes blunt trauma, smoke, blind fire, traps, explosive ammo, spotting, weapon reliability, scopes, skills, training, etc. **\$20.00**

LEA ARTILLERY SYSTEM

Here's some heavy hardware that's guaranteed to turn every target into instant fertilizer! With 72 pages detailing an extensive range of guns, rockets & mortars: plus rules for indirect fire, calling fire missions, air & ground bursts, defensive positions, etc. **\$27.00**

LEA CIVILIAN WEAPON DATA SUPPLEMENT

Details 118 weapons available in America to the general public (useful for such activities as a McDonald's Massacre, etc.) or hardcore cops 'n' robbers type overkill. **\$20.00**

LEA HAND TO HAND COMBAT SYSTEM

No mucking about here - straight into the real messy stuff! 47 pages with rules for whips, swords,

baseball bats, chainsaws, and other friendly gadgets. Includes character generation. **\$22.00**

LEA HEAVY METAL

Details the capabilities, suit hit locations, and damage tracks for 11 types of power armor. Includes rules for weapon battlepacks, auxiliary packs, and Dragoncrest equipment. **\$27.00**

LEA HIGH-TECH WEAPON DATA SUPPLEMENT

Describes futuristic cyberpunk-genre weaponry (Silver, Flechette & Lase munitions), power body armor (flex, power, etc.) Plus data on caseless ammo, mines, and launchers. **\$22.00**

LEA LOCK AND LOAD: VIETNAM 1965-1971

Includes seven scenarios, each with a full page map; equipment options including Punji Stakes, Trip Flares, etc; pre-generated troop data for 59 types of combatants, 13 weapons, etc. **\$22.00**

LEA MECHANISED COMBAT SYSTEM

The theory behind this one is that if you can't shoot straight enough to hit the buggers, then run'em down with a great @\$%&! tank. 112 pages of info. **\$35.00**

LEA MECHANISED LIGHT VEHICLES

This 40 page book features the primary Light Fighting Vehicles used by the United States and Warsaw Pact nations. Full data for each vehicle is presented, including some special rules. **\$20.00**

LEA MECHANISED PANZER: WW2 Medium Tanks

The status sheets for the primary medium tanks of WW2. Includes the German Pz IV F1, F2, H, and Panther, the Russian T-34/76 and 85, and the Sherman 75mm and 76mm. **\$20.00**

LEA MECHANISED KING TIGER: WW2 Heavy Tanks

The status sheets for the primary heavy tanks of WW2. Includes the German Tiger, King Tiger, the Soviet KV-1, KV-1s, KV-85, IS-2, IS-2m, & the US Jumbo Sherman. **\$20.00**

LEA MECHANISED PLAYING AIDS

540 counters which enable players to streamline play by not having to do much record keeping. Counters are for: vehicle speeds, aim times, vehicle status, artillery strikes, etc. **\$18.00**

LEA PHOENIX COMMAND EXPANSION

New rules includes animals in combat (from dogs to sharks to dinosaurs), laser sights, specific aim points, etc. 32 pages of more mayhem than you can poke a stick at. **\$20.00**

LEA PLAYING AIDS

540 counters that allow you to streamline play by having a minimum of record keeping. Counters can be used for firing stance, aim times, physical status, grenades, spotting, etc. **\$18.00**

LEA RUSSIAN ROULETTE

A 48 page book focuses on the recent breakup of the Soviet Union, with 6 historical and hypothetical scenarios, including the battle between the Soviet Special Forces & Latvian police, & a "what if" scenario of the Soviet military trying to capture Boris Yeltsin during August's failed coup. **\$20.00**

LEA SPECIAL WEAPONS DATA SUPPLEMENT

32 pages detailing unusual weapons like riot control gear, flamethrowers, miniguns, claymores, modern bows, silencers, garottes, etc. **\$20.00**

LEA WILD WEST WEAPON DATA SUPPLEMENT

Features 48 popular period weapons with historic overviews, plus rules for quick drawing, fanning revolvers, speed loading, and other classic western shootout stuff. **\$10.00**

LEA WORLD WAR II WEAPON DATA SUPPLEMENT

An ideal supplement for squad level WW2 miniatures games, featuring over 80 infantry weapons from pistols to rocket launchers and explosives, from 7 belligerent nations. **\$18.00**

LEA WORLD WAR II ANTI-TANK GUNS

The stats sheets for 24 of the primary AT guns used in World War Two, including 37mm Pak 36, 88mm Pak 43, British 2 Pounder, US M5 3 Inch Gun, Soviet 100mm D-10, etc. **\$20.00**

SPACE HULK

SCI-FI

GAM SPACE HULK

The Emperors elite Terminators descend into the dark confines of a massive derelict space hulk. Within this maze like structure lurk hordes of Genestealers, poisoning the Empire with their insidious designs. The Terminators must prowl the cramped rusting labyrinth, hunting the monstrous creatures that dare to challenge the power of the Emperor. Features fast playing and tense mechanics and 6 very absorbing scenarios. Includes 30 25mm plastic figures, rules, dice, templates, counters, and floor plans/corridor sections, etc. **\$75.00**

GAM DEATHWING

Expansion set featuring new rules including a solitaire system, extra weapons, multi-level floor plans, a mission generator, 13 corridor and 7 room sections, 12 plastic Terminators and Genestealers, & 6 scenarios. **\$54.00**

GAM GENESTEALER

Contains 15 plastic miniatures of Marine Librarians and Genestealer hybrids with heavy weapons, 44 Psychic Combat Cards, 8 extra wide corridor sections, 3 geotiles, more scenarios, and templates. **\$54.00**

GAM SPACE HULK CAMPAIGNS

A 90 page hardback book with four complete campaigns, each with 4 - 6 linked missions, which can also be played separately. There is a section for using Traitor Space Marines. There are also new rules, including pitfalls, delaying actions, Space Marines in power armor, Denzark's Hammer, new weapons, grenades, reference tables, and 3 card sheets of tiles & counters. **\$35.00**

SPACE MARINE

SCI-FI

GAM SPACE MARINE

Set in the Warhammer 40,000 universe, this is a tactical game of land combat in a brooding, gothic universe where a techno-religious empire fights an array of fantasyque races and the dread spectre of Chaos (oops - Chaos!) Citadel's superb Epic-scale (1/300th) miniatures are designed for use with these rules, and they amply reflect the bizarre Draconian future that is Space Marine's background. This second edition features new unit point values & combat mechanics, plus extra plastic figures: 12 land raiders, 24 rhinos, 240 marines, 12 Eldar grav tanks, 120 Eldar Guardians, 18 Ork battlewagons, 180 Ork Boyz and a single Warlord Titan. Good fun! **\$75.00**

GAM ARMIES OF THE IMPERIUM

The first expansion for SPACE MARINE II, and contains rules and profiles on all Space Marine and Imperial troop types, rules and cards on selected Space Marine Chapters, AFVs, artillery, and special assault vehicles such as the Capitol Imperialis. **\$45.00**

GAM RENEGADES

Contains rules, background info, data and cards on Eldar and Chaos forces of the 41st Millennium, including the Eldar Avatar, Exarch warrior-priests, Aspect warriors, Warlocks, Chaos powers of Khorne, Slaanesh, Nurgle, Tzeentch, Chaos Marines, and Chaos Renegades. **\$45.00**

GAM ORK & SQUAT WARLORDS

Rules, data, background info, and cars on the Orks and Squats. Includes Squat War Engines, independent Home Worlds, etc. Ork rules cover their innumerable hordes, colossal Gargants, ork Clans, Mekboyz machines, templates, etc. **\$45.00**

GAM SPACE MARINE BATTLES

A 144 page book, containing 8 full color plates of templates & army cards, which is a compilation for Space Marine. It contains four epic battle reports, brand new tactics for armies, special rules for fighting attack and defence games, including: bunkers, razor wire, minefields, fortifications. Has full rules for all of the Imperial Titans, Ork Great Gargant, Tzeentch Daemon Engines, and mighty heroes such as Ghazghkull Thraka, Commissar Yarrick, & Ragnar Blackmane. **\$30.00**

TACTICA

ANCIENT

QUA TACTICA

A comprehensive set of rules for 25mm (or 15mm) ancient era battles and campaigns. The mechanics stress the historical limitations of units, manoeuvre restrictions for certain troop types, battle line depth and frontage, angle of attack, troop quality, etc. 90 pages, with some glorious color photos. Includes exhaustion, wheeling, post melee movement, massed & skirmish missile fire, variant melee types, chariots, elephants, plus 25 accurate & complete army lists. A factual yet playable format. **\$20.00**

WARHAMMER

FANTASY

GAM WARHAMMER FANTASY BATTLES BOXED SET

This big boxed set is the new 4th Edition Warhammer Fantasy Battles, with completely revised game mechanics and army lists. The game comes with 104 25mm plastic figures, being 20 each of High Elf spearmen and archers, and 32 each of Night Goblin archers and spearmen. Also included is a temporary army list book, an all new 96 page rulebook, a 96 page bestiary book, cards for characters, magic weapons, spells, a scenario book, two cardboard buildings, play sheets, movement trays, weapons templates, and 12 dice. **\$85.00**

GAM WARHAMMER BATTLE MAGIC

A 1.8 kg boxed set detailing magic in the Warhammer Fantasy World. Includes rulebook, 36 card magic deck, 10 spell effect templates, 135 spell cards, warp tokens, card markers, and 111 magic items. **\$60.00**

GAM WARHAMMER ARMIES: THE EMPIRE

1st book in the new Warhammer Armies series, with a complete history of the Empire, weapons & devices of the Altdorf engineers, & a complete army list, including the Reiksguard, Knightly Orders, infantry, artillery, plus special troops such as Kislevites, halflings, dwarves, etc. **\$30.00**

GAM WARHAMMER ARMIES: HIGH ELVES

The 2nd Armies book, this one covers in great detail the High Elves, including history, great personages, chariots, shadow warriors, Phoenix Guards, war griffin, army lists, ally lists, etc. **\$30.00**

GAM WARHAMMER ARMIES: ORCS & GOBLINS

The 3rd army list book, covering in great detail the orcs and goblins, including forest goblins, night goblins, giant black orcs, orc big 'uns, orc allies, history, war wyvern, rock lobster, etc. **\$30.00**

GAM WARHAMMER ARMIES: DWARFS

Army list includes Runesmiths, Hammerers, Iron Breakers, Long Beards, Thunderers, Slayers, Cannons, Organ Guns, Flame Cannons, etc. Complete new magic rune system, with magic weapons, armor, standards, machines, talismans, and a new scenario. **\$30.00**

GAM WARHAMMER ARMIES: UNDEAD

With a detailed history of the Undead from the birth of Nagash, and the dreaded vampire Counts of Sylvania. The army lists include Vampire Counts, Wight Lords, Mummy Tomb Kings, Wraiths, Zombies, Screaming Skull Catapults, etc. Includes undead heroes, such as Nagash, Dieter Helsenicht the Doomlord, Arkhan the Black, Heinrich Kemmler the Lichmaster, etc. With complete rules for all undead creatures, 10 new magic cards, and a scenario. **\$30.00**

GAM WARHAMMER ARMIES: SKAVEN

A comprehensive history of the Skaven, tracing their origins and their rise to power, detailing their main strongholds such as Hell Pit and Skavenblight. Complete game rules for specialist troops & devices of the Warlock Engineers, such as the Skaven Doom Wheel, revised rules for the warpfire thrower, Rat Ogres, Skaven magic items, etc. The army list includes all of their teeming hordes, such as Clanrats, Skavenslaves, packmasters, etc. Also includes painting guides. **\$30.00**

GAM WARHAMMER ARMIES: CHAOS

Army lists on the four chaos types, histories, allies, troop types, magic, etc. Due July. **\$TBA**

GAM CITADEL MINIATURES PAINTING GUIDE

A 14 page full color guide to painting Citadel miniatures, complete with painting techniques, equipment, and photos of heaps of figures. This is a new version including the WARHAMMER FANTASY BATTLES boxed set figures. **\$2.00**

GAM 'EAVY METAL PAINTING GUIDE

A complete painting guide from the Citadel team. All aspects of miniatures preparation and presentation are covered. There are many full color pages and diagrams on such subjects as: horses, faces, lots of fantasy & some sci-fi. **\$24.00**

WARHAMMER 40,000

SCI-FI

GAM WARHAMMER 40,000 BOXED SET

At long last, the new rules for Warhammer 40K have been released. Instead of a single rule book, the new Warhammer 40K comes as value packed boxed set along the lines of Warhammer Fantasy. The game includes: 40 Gretchins, 20 Space Ork Goths, 20 Space Marines (2 squads), including 14 bolters, 2 sergeants, 2 missile launchers, & 2 flamers. There is a rulebook, Wargear equipment book, Codex Imperialis background book, ruined buildings, burst templates, counters, cards for Wargear, missions, vehicles, dreadnoughts, etc.

And best of all, the rules have been greatly updated. Intelligence, will power & control have been replaced by Leadership. So only one roll is required for for all psychological & break tests. Movement has been changed: reserve move has been replaced by the run move. The Space Marines have been seriously upgraded in performance. Their toughness has been raised, they can use double bolter fire if they did not move, they can ignore their first break test failure, & they have an improved saving throw for their armor. There are now a limited number of moves in which to achieve your objective. Vehicles have been streamlined, with the targeting template removed. Special equipment is treated like magic in Warhammer Fantasy, with each having its own card.

This game includes a free 40K Codex book of temporary army lists, to be used until the new army list books come out. **\$90.00**

GAM CITADEL MINIATURES MODELLING GUIDE

This book actually caters to both Warhammer Fantasy and Warhammer 40,000, and contains everything you need to know about modelling. It has detailed information about different techniques for preparing, assembling, and converting your single miniatures and vehicles to building dioramas. It includes making your own bases, integrating plastic to metal, basic and complex conversions, how to assemble and convert plastic cavalry. Also covers special conversions for Blood Angels Captain, Knight Panther, Chaos Dragon, Adeptus Arbites Rhino, Bannet & Standards, etc. **\$30.00**

GAM CODEX SPACE WOLVES

Covers the creation of the Space Wolves, once lead by the mighty Leman Russ, organisational details and special rules, detailing the Long Fangs, Grey Hunters, & Blood Claws. Has a complete army list, together with special characters such as Njal Stormcaller, Ulrik the Slayer, Ragnar Blackmane & Logan Grimnar. Includes all the weapons, point values, Dreadnought, a scenario, and a color painting and reference guide. **\$30.00**

GAM CODEX ELДАР

The rise and fall of the Eldar race is described together with the surviving Craftworlds and the primitive Exodite Worlds. The advanced technologies of psychic engineering and the limitless energies of the Infinity Circuit are also described in detail along with the intricacies of the Eldar psyche and the mysteries of the Eldar Path. The complete army list includes the diverse Aspect Warriors, Harlequins, Pirates, Exodite Dragon Knights and Wraithguard plus many more warriors and machines. Characters include Avatar, Farseers, Warlocks, Exarchs, and heroes like Asurmen, Maugan Ra, etc. Includes special rules for eldar weapons and wargear, and new wargear cards including the Laser Lance, Wraith Cannon, etc. **\$30.00**

GAM CODEX ORCS

96 page book detailing the orcs, gretchin, and snotlings. Includes their history, a battle report, painting guides, dreadnoughts & special weapons and characters, comprehensive army lists, and an 'eavy metal painting guide. Due June. **\$30.00**

GAM CODEX ULTRAMARINES

96 page book detailing the next most popular Space Marine Chapter. Due August. **\$30.00**

GAM DARK MILLENIUM

At last - the boxed supplement that every 40K player needs to complete the game. Has 60 Psychic cards, 24 Vehicle Datalax cards, 8 Psychic Power templates, 10 Vehicle cards which provide extra equipment such as super charged engines and add-on missiles, 55 Wargear cards to add to those in the 40K boxed set, 18 Strategy cards, 4 new mission cards (2 new missions), a deck of 36 Warp cards, assorted counters, and of course, the rulebook! And the new psychic rules are heaps better than those in the 40K boxed set. If anything, they now have less impact. Players draw a number of psychic cards in proportion to how many psychers are in the game, eg, if there are 3 psychers, you throw 3D6, and get that many cards evenly distributed between you. These cards include power cards and nullify cards, as well as some special ones. You use these to activate your psychic powers. **\$90.00**

GAM 'EAVY METAL WARHAMMER 40,000 PAINTING GUIDE

The definitive volume to painting Warhammer 40,000 miniatures. It is broken down into easy to follow sections on the main races and troop types in the 40K universe. It includes everything from preparing your models, through detailed color schemes and how to apply them, to painting special character models. This is the painting guide you need. 96 pages, including color banners. **\$30.00**

THE FINISHED MODEL



The finished conversion was left to dry and carefully painted in the same colours as the Captain in the picture. Getting the colour scheme right is just as important as the modelling work. The details in the paint scheme give the miniature most of its individual look: the skull on the knee-pad and the flame design on the armour are particularly important. The colours used are standard for Blood Angels, only certain details vary.

HISTORICAL MINIATURES

COLOR CODE

■ New Item Now Available and in Stock

■ New Item Not Yet Released

RAL PARTIAL

25mm

Army Core Packs

True 25mm Metal Miniatures with () models.

RAL25036 Macedonian Army (Over 80 figures) \$120.00
24 Phalangites, 11 Companion Cav, 6 Prodromoi, 12 hypaspist, 12 Javelinmen, 6 cretan archers, 9 Thessalian Cavalry, and command figures and army standards.

RAL25127 Medieval Samurai (64 figures) \$90.00
Mtd & foot C-in-C, 17 Mounted Samurai, 17 foot Samurai, 2 standards, 30 Ashigaru.

RAL25134 12th Century Anglo-Norman (42 figures) \$80.00
Mtd C-in-C, standard, 29 Mounted Knights, 12 archers.

Greek Hoplites 700 BC - 275 BC

True 25mm Metal Miniatures with () models.

| | | |
|----------|--|--------|
| RAL35010 | Hoplite Command (4) 2 muso, 2 spear | \$8.50 |
| RAL35100 | Hoplite, bronze cuirass, thrusting spr 6 | \$8.50 |
| RAL35101 | Hoplite, bronze cuirass, low thrust (6) | \$8.50 |
| RAL35102 | Hoplite, crouching to receive cav (6) | \$8.50 |
| RAL35110 | Hoplite, leather cuirass, 2nd rank (6) | \$8.50 |
| RAL35111 | Hoplite, 1th cuirass, draped shield (6) | \$8.50 |
| RAL35120 | Theban Hoplite, naked, 2 rank (6) | \$8.50 |
| RAL35130 | Illyrian Hoplite, 2nd rank w/spear (6) | \$8.50 |
| RAL35140 | Corinthian Hoplite, thrusting spear (6) | \$8.50 |
| RAL35150 | Attic Hoplite, marching order, spear (6) | \$8.50 |
| RAL35151 | Attic Hoplite, thrusting spear (6) | \$8.50 |
| RAL35160 | Cretan Archer, bow, no shield (6) | \$8.50 |
| RAL35161 | Greek Slinger, bow, no shield (6) | \$8.50 |
| RAL35170 | Greek Pelast, javelin, shield (6) | \$8.50 |
| RAL35171 | Early Thracian pelast, JLS, shield (6) | \$8.50 |
| RAL35172 | Later pelast, spear, JLS, shield (6) | \$8.50 |
| RAL35173 | Thracian Pelast, advancing, JLS, sh (6) | \$8.50 |
| RAL35179 | Thracian Light Cavalry with javelin (3) | \$8.50 |
| RAL35180 | Greek Heavy Cavalry, scale cuirass (3) | \$8.50 |
| RAL35181 | Thessalian Heavy Cavalry with spear (3) | \$8.50 |
| RAL35190 | Greek Medium Cavalry with javelin (3) | \$8.50 |

Persian 550 BC - 330 BC

True 25mm Metal Miniatures with () models.

| | | |
|----------|--|--------|
| RAL35020 | Persian Command, 3 foot, 1 mounted | \$8.50 |
| RAL35200 | Immortal Spearman (6) | \$8.50 |
| RAL35201 | Royal Guard/Immortal Spearman (6) | \$8.50 |
| RAL35202 | Immortal Archer (6) | \$8.50 |
| RAL35205 | Persian swordsmen, small shield (6) | \$8.50 |
| RAL35210 | Phrygian Axeman attacking (6) | \$8.50 |
| RAL35215 | Median/Persian Spearman, attacking (6) | \$8.50 |
| RAL35220 | Anatolian Swordsman, wooden shield (6) | \$8.50 |
| RAL35250 | Persian Guard Armored Hvy Cavalry (3) | \$8.50 |
| RAL35270 | Persian or similar Light Horse (3) | \$8.50 |
| RAL35275 | Skythian Horse Archer (3) | \$8.50 |

Camillan/Polybian Roman 400 BC - 105 BC

True 25mm Metal Miniatures with () models.

| | | |
|----------|--|--------|
| RAL35030 | Roman Command Group (4 foot) | \$8.50 |
| RAL35300 | Triarii/Principes w/spear & shield (6) | \$8.50 |
| RAL35301 | Triarii/Principes w/sword & shield (6) | \$8.50 |
| RAL35305 | Hastati with pilum & shield (6) | \$8.50 |
| RAL35306 | Hastati with sword & shield (6) | \$8.50 |
| RAL35307 | Hastati advancing w/spear & shield (6) | \$8.50 |
| RAL35310 | Leves/Velites w/javelin & shield (6) | \$8.50 |
| RAL35320 | Italian spearmen, thrusting, shield (6) | \$8.50 |
| RAL35321 | Etruscan light javelinman (6) | \$8.50 |
| RAL35322 | Etruscan spearman (6) | \$8.50 |
| RAL35340 | Auxiliary Slinger, no shield (6) | \$8.50 |
| RAL35341 | Auxiliary archer (6) | \$8.50 |
| RAL35350 | Roman/Italian Heavy Cavalry, sh, spr (3) | \$8.50 |
| RAL35360 | Roman/Italian Light Horse w/spear (3) | \$8.50 |
| RAL35361 | Etruscan Heavy Cavalry, sh, spr (3) | \$8.50 |

Carthaginian 550 BC - 146 BC

True 25mm Metal Miniatures with () models.

| | | |
|----------|---|--------|
| RAL35040 | Command Group (4 foot) | \$8.50 |
| RAL35400 | Citizen African Spearman, shield (6) | \$8.50 |
| RAL35401 | Citizen African Spearman, unarmored (6) | \$8.50 |
| RAL35410 | Numidian African Ally with spear (6) | \$8.50 |
| RAL35420 | Spanish scutarii, javelin, sh (6) | \$8.50 |
| RAL35421 | Spanish scutarii, javelin, sh (6) | \$8.50 |
| RAL35430 | Libyan Spearman/Javelinman (6) | \$8.50 |
| RAL35431 | Libyan Light Javelinman (6) | \$8.50 |
| RAL35450 | Poeni/Campanian Cavalry, shield, spr (3) | \$8.50 |
| RAL35451 | Poeni/Campanian Cavalry, shield, spr (3) | \$8.50 |
| RAL35460 | Spanish Light Horse, javelin, shield (3) | \$8.50 |
| RAL35470 | Numidian Light Horse, javelin, shield (3) | \$8.50 |
| RAL35480 | War Elephant with 3 crew | \$9.50 |



RAL35480 War Elephant

Galic 225 BC - 50 BC

True 25mm Metal Miniatures with () models.

| | | |
|----------|--|--------|
| RAL35050 | Galic Command (2 foot, 1 mounted) | \$8.50 |
| RAL35501 | Warrior with sword, shield (6) | \$8.50 |
| RAL35502 | Warrior, sword & shield, advancing (6) | \$8.50 |
| RAL35503 | Galic javelinman (6) | \$8.50 |
| RAL35504 | Warrior, sword & shield, striking (6) | \$8.50 |
| RAL35505 | Galic archer (6) | \$8.50 |
| RAL35506 | Naked Warrior with javelin, shield (6) | \$8.50 |
| RAL35507 | Armored Warrior with javelin, shield (6) | \$8.50 |
| RAL35550 | Galic Cavalry w/shield & swrd or spr (3) | \$8.50 |

Macedonian & Successor 335 BC - 300 BC

True 25mm Metal Miniatures with () models.

| | | |
|----------|---|--------|
| RAL35060 | Command Group (4 foot) | \$8.50 |
| RAL35061 | Generals (2) and standards (6) | \$8.50 |
| RAL35060 | Phalangite, pike raised (Alexandrian) (6) | \$8.50 |
| RAL35601 | Phalangite, pike raised (Successor) (6) | \$8.50 |
| RAL35602 | Phalangite, pike raised (Bactrian) (6) | \$8.50 |
| RAL35610 | Hypaspist with spear & shield (6) | \$8.50 |
| RAL35620 | Macedonian Psiloi with staff sling (6) | \$8.50 |
| RAL35621 | Macedonian Archer (6) | \$8.50 |
| RAL35630 | Illyrian Javelinman, jls, spr, shield (6) | \$8.50 |
| RAL35631 | Greek Mercenary Pelast (6) | \$8.50 |
| RAL35650 | Companion Cavalry with lance (3) | \$8.50 |
| RAL35651 | Arachosian Light Horse (3) | \$8.50 |
| RAL35652 | Bactrian Light Horse (3) | \$8.50 |
| RAL35653 | Prodromoi Light Horse (3) | \$8.50 |
| RAL35654 | Paionian Light Horse (3) | \$8.50 |

Medieval 1000 - 1300 AD

True 25mm Metal Miniatures with () models.

| | | |
|----------|--|--------|
| RAL42080 | Norman Mounted Command (3) | \$8.50 |
| RAL42081 | Frankish Command (11-12th C) (4) | \$8.50 |
| RAL42082 | Norman Armored Spearman (6) | \$8.50 |
| RAL42083 | Italian Armrd Spearman (11-12th C) (6) | \$8.50 |
| RAL42084 | Norman unarmored archer (6) | \$8.50 |
| RAL42085 | Armored Crossbowman (6) | \$8.50 |
| RAL42086 | Maronite/Syrian unarmored archer (6) | \$8.50 |
| RAL42090 | Early Norman Knight with mace (3) | \$8.50 |
| RAL42091 | Early Anglo-Norman Knight w/lance (3) | \$8.50 |
| RAL42092 | Early mounted Sergeant w/lance (3) | \$8.50 |
| RAL42093 | Early Knight Templar, lance, shield (3) | \$8.50 |
| RAL42094 | Early Knight of St John, lance, shield (3) | \$8.50 |
| RAL42095 | Early Breton Light Cavalry w/lance, sh (3) | \$8.50 |
| RAL42096 | Early Norman Knight w/lance, shield (3) | \$8.50 |
| RAL42097 | Turcopole with lance, shield (3) | \$8.50 |
| RAL42114 | 11th C Saxon Command (4 foot) | \$8.50 |
| RAL42115 | Early Norman Knight, lance, shield (3) | \$8.50 |
| RAL42116 | Saxon Housecarle Cavalry, axe, shield (3) | \$8.50 |
| RAL42117 | Saxon Housecarle Infantry (6) | \$8.50 |
| RAL42118 | Saxon Fryd infantry (6) | \$8.50 |
| RAL42119 | Armored Peasant Levy (6) | \$8.50 |
| RAL42121 | 13th C English armored longbowman (6) | \$8.50 |
| RAL42122 | Dismounted 13th C Knight (6) | \$8.50 |
| RAL42123 | 13th C English Spearman (6) | \$8.50 |
| RAL42125 | 13th C Mounted Knight w/swrd, shield (3) | \$8.50 |
| RAL42128 | 13th C Armored Infantryman w/swrd (6) | \$8.50 |
| RAL42129 | 13th C Armored Infantryman w/axe (6) | \$8.50 |
| RAL42131 | Scottish Warrior with axe (6) | \$8.50 |
| RAL42132 | Scottish Axeman (6) | \$8.50 |
| RAL42133 | Scottish Spearman, spear, shield (6) | \$8.50 |
| RAL42134 | Scottish Archer (6) | \$8.50 |
| RAL42135 | 12-13th C Scottish Mounted Knight (3) | \$8.50 |
| RAL42142 | Dismt German 13th C Knight w/B&C | \$8.50 |
| RAL42143 | Teutonic Dismt Knights (6) 12-13th C | \$8.50 |
| RAL42145 | Tautonic Mtd Knight 12-13th C (3) | \$8.50 |
| RAL42151 | Dismt French Knight 13th C (6) | \$8.50 |



RAL42155

RAL42156

RAL42157

| | | |
|----------|--------------------------------------|--------|
| RAL42152 | French armored infantry w/sword (6) | \$8.50 |
| RAL42153 | French Armored Spearman (6) | \$8.50 |
| RAL42154 | French Unarmored Crossbowman (6) | \$8.50 |
| RAL42155 | 13th C French Mtd Knight w/lance (3) | \$8.50 |
| RAL42156 | Mtd, Armored Crossbowman (3) | \$8.50 |
| RAL42157 | French Armored Spearman (6) | \$8.50 |

Byzantine 1000 - 1300 AD

True 25mm Metal Miniatures with () models.

| | | |
|----------|---|--------|
| RAL42180 | Byzantine Command (2 foot, 2 horse) | \$8.50 |
| RAL42181 | Byzantine (Scutarii) Spearman (6) | \$8.50 |
| RAL42182 | Varagian Guard w/axe & shield (6) | \$8.50 |
| RAL42183 | Byzantine Spearman (6) | \$8.50 |
| RAL42184 | Psiloi Archer (6) | \$8.50 |
| RAL42185 | Rus Mercenary with axe (6) | \$8.50 |
| RAL42186 | Byzantine Horse Archer w/shield (3) | \$8.50 |
| RAL42187 | Byzantine Light Cavalry w/spear, sh (3) | \$8.50 |
| RAL42188 | Byzantine Heavy Cavalry w/spear, sh (3) | \$8.50 |
| RAL42189 | Kiblanophros Extra Heavy Cavalry (3) | \$8.50 |

Mongol 1100 - 1300 AD

True 25mm Metal Miniatures with () models.

| | | |
|----------|--|--------|
| RAL42200 | Horse Archer (3) | \$8.50 |
| RAL42201 | Touman Cavalryman, lance, sh, bow (3) | \$8.50 |
| RAL42202 | Touman Cavalryman, lance, sh, bow (3) | \$8.50 |
| RAL42203 | Touman Cavalryman, lance, sh, bow (3) | \$8.50 |
| RAL42204 | Touman Cavalryman, mace, sh, bow (3) | \$8.50 |
| RAL42205 | Extra Heavy Cavalryman, w/lance (3) | \$8.50 |
| RAL42206 | Horse Archer (3) | \$8.50 |
| RAL42209 | Mongol Auxiliary Foot Archer (6) | \$8.50 |
| RAL42210 | Mongol Auxiliary Foot with Spear, Sh (6) | \$8.50 |

MUSEUM MINIATURES

15mm

Figures are Pictured on next page

Greek & Hellenistic 500 - 50 BC

True 15mm metal miniatures available separately

| | | |
|---------|---|--------|
| MUSSE1 | Macedonian Phalangite (1) | \$0.55 |
| MUSSE2 | Seleucid/Successor/Hellenist Phalangite | \$0.55 |
| MUSSE3 | Thracian Foot with Rhomphia (1) | \$0.55 |
| MUSSE4 | Pelast with crescent shld & javelin (1) | \$0.55 |
| MUSSE5 | Psiloi with javelin & shield (1) | \$0.55 |
| MUSSE6 | Psiloi with javelin & shield | \$0.55 |
| MUSSE7 | Spartan or Later Hoplite (1) | \$0.55 |
| MUSSE8 | Early/Mercenary Hoplite (1) | \$0.55 |
| MUSSE9 | Lycian/Pamphylian/Mysian spear & shld | \$0.55 |
| MUSSE10 | Lycian/Pamphylian sword, round shld | \$0.55 |
| MUSSE11 | Persian Cavalryman armed with spear | \$1.10 |
| MUSSE12 | Persian Archer in trousers & tunic (1) | \$0.55 |
| MUSSE13 | Thracian slinger with shield & cap (1) | \$0.55 |
| MUSSE14 | Scythian foot archer, with fox skin cap (1) | \$0.55 |
| MUSSE15 | Thracian Pelast with spr, shld, greaves (1) | \$0.55 |
| MUSSE16 | Greek/Thracian Hvy Cv w/bronze cuirass | \$1.10 |
| MUSSE17 | Spartan Hoplite or General, with cape (1) | \$0.55 |
| MUSSE19 | Illyrian Foot with shield & javelin (1) | \$0.55 |
| MUSSE21 | Bactrian Heavy Cavalry/Sub General (1) | \$1.10 |
| MUSSE22 | Scythian Heavy Cavalry, unarmored horse | \$1.10 |
| MUSSE23 | Scythian Foot with spear & javelin (1) | \$0.55 |
| MUSSE24 | Scythian Foot armed with axe (1) | \$0.55 |
| MUSSE25 | Scythian Cavalry on armored horse (1) | \$1.10 |
| MUSSE26 | Veteran/Guard Phalangite (1) | \$0.55 |
| MUSSE27 | Scythian Horse Archer (1) | \$1.10 |
| MUSSE28 | Saka Cavalry on armored horse (1) | \$1.10 |
| MUSSE29 | Bactrian/Sogdian/Scythian Horse Archer | \$1.10 |
| MUSSC01 | Seleucid C-in-C/General (1) | \$1.10 |
| MUSSC02 | Seleucid/Successor Companion/Agema | \$1.10 |
| MUSSC03 | Syothian/Armenian Horse Archer (1) | \$1.10 |
| MUSSC04 | Macedonian/Successor Companion Cav | \$1.10 |
| MUSSC05 | Seleucid/Successor Cataphract SHC (1) | \$1.10 |
| MUSSC06 | Tarantine Light Cavalry with Javelin (1) | \$1.10 |
| MUSIE11 | Macedonian Elephant w/driver & pikeman | \$8.25 |
| MUSIE12 | Seleucid Elephant, tower, driver, 3 crew | \$8.25 |
| MUSIE14 | Successor Elephant, tower, driver, 2 crew | \$8.25 |
| MUSBS01 | Maach/Successor Bolt Thrower & 2 crew | \$5.50 |
| MUSCA01 | Greek Psiloi/Cretan archer (1) | \$0.55 |
| MUSNS01 | Greek Psiloi Slinger (1) | \$0.55 |
| MUSCT02 | Seleucid 4 Horse scythed chariot & driver | \$8.25 |

Camillan, Polybian Roman 400 - 105 BC

True 15mm metal miniatures available separately

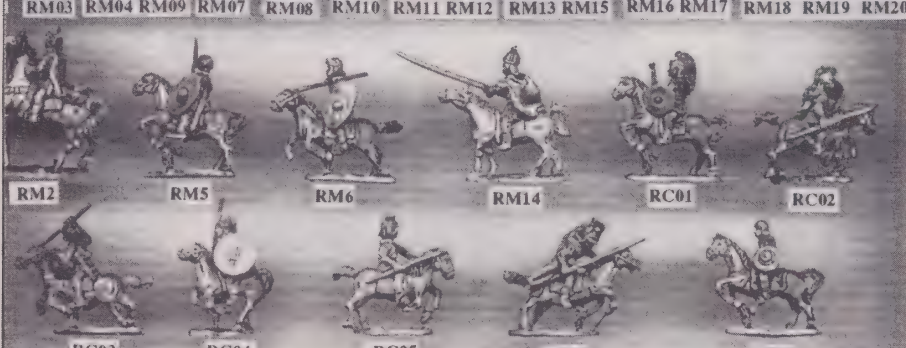
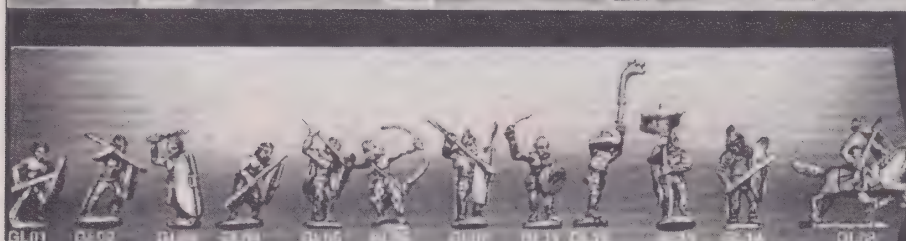
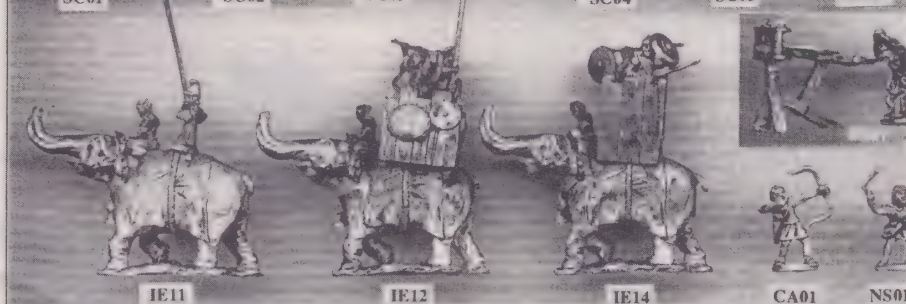
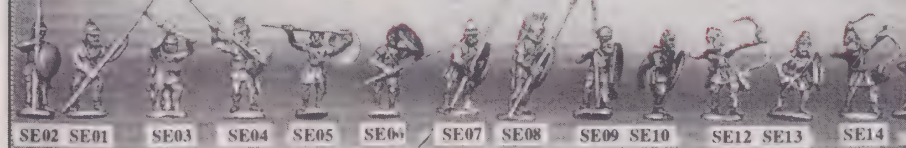
| | | |
|---------|---|--------|
| MUSRO1 | Roman C-in-C or General on Foot (1) | \$0.55 |
| MUSHP3 | Hastati/Principes, in tunic (1) | \$0.55 |
| MUSRT4 | Triarii, with spear & mail (1) | \$0.55 |
| MUSRV1 | Velites Skirmisher w/shield & wolf skin (1) | \$0.55 |
| MUSSI1 | Spanish spearman (Scutarii) (1) | \$0.55 |
| MUSRC01 | Italian Cavalry with shield & spear (1) | \$1.10 |
| MUSRC02 | Roman Cavalry, shield, spear, cuirass (1) | \$1.10 |
| MUSRC03 | Numidian or Moorish Light Cavalry (1) | \$1.10 |
| MUSRC04 | Galic Cavalry with shield & spear (1) | \$1.10 |
| MUSRC05 | Illyrian/Tarantine Light Cavalry w/jvln | \$1.10 |
| MUSRC06 | Pergamene Lancer Cavalry (1) | \$1.10 |
| MUSRC07 | Spanish Cavalry with shield & spear (1) | \$1.10 |

Galic/Galatian/British 400 BC - 75 AD

True 15mm metal miniatures available separately

| | | |
|---------|--|--------|
| MUSGL01 | Naked Fanatic w/sword & shield (1) | \$0.55 |
| MUSGL02 | Naked Fanatic w/spear & shield (1) | \$0.55 |
| MUSGL03 | Foot Warrior w/shield & sword (1) | \$0.55 |
| MUSGL04 | Light Infantry skirmisher, shld & jvln (1) | \$0.55 |
| MUSGL05 | Light Infantry Javelinman, shld & jvln (1) | \$0.55 |
| MUSGL06 | Light Infantry archer (1) | \$0.55 |
| MUSGL07 | Cappadocian/Paphlagonian, shld & jvlns | \$0.55 |
| MUSGL08 | British Light Cavalry, shld & jvln (1) | \$1.10 |
| MUSGL09 | Medium/Heavy Cavalry, shld & spear (1) | \$1.10 |

Museum Miniatures



| | | |
|----------|--|--------|
| MUSGL10 | Noble Cavalry/General/CinC, mail & shld | \$1.10 |
| MUSGL11 | Light Infantry Slinger (1) | \$0.55 |
| MUSGL12 | Infantryman armed with war horn (1) | \$0.55 |
| MUSGL13 | Infantryman holding standard (1) | \$0.55 |
| MUSGL14 | Warrior in chainmail, shield, sword (1) | \$0.55 |
| MUSCT04 | Two Horse Chariot with driver & warrior | \$5.50 |
| MUSCT04G | Two Horse Chariot, driver & armored Warr | \$5.50 |

Early & Middle Imperial Roman

True 15mm metal miniatures available separately

| | | |
|---------|--|--------|
| MUSRM02 | Mounted Roman CinC/General (1) | \$1.10 |
| MUSRM03 | Middle Imperial Legionary (1) | \$0.55 |
| MUSRM04 | Middle Imperial Legionary Lt Cav (1) | \$0.55 |
| MUSRM05 | Equites Sagittarii Legionary Lt Cav (1) | \$1.10 |
| MUSRM06 | Equites Alares/Cohortales Cavalry (1) | \$1.10 |
| MUSRM07 | Middle Imperial Auxiliary Infantry (1) | \$0.55 |
| MUSRM08 | Legionary Centurion (1) | \$0.55 |
| MUSRM09 | Legionary Standard Bearer (1) | \$0.55 |
| MUSRM10 | Legionary Legionary Musician (1) | \$0.55 |
| MUSRM11 | Early Imperial Legionary, Lorica Segmra | \$0.55 |
| MUSRM12 | Early Imperial Auxiliary Infantry (1) | \$0.55 |
| MUSRM13 | Early Imperial Auxiliary Infantry (1) | \$0.55 |
| MUSRM14 | Sarmation Lancer on Horse (1) | \$1.10 |
| MUSRM15 | Auxiliary Centurion (1) | \$0.55 |
| MUSRM16 | Auxiliary Standard Bearer (1) | \$0.55 |
| MUSRM17 | Auxiliary Auxiliary Musician (1) | \$0.55 |
| MUSRM18 | Early Imperial Legionary with Sword (1) | \$0.55 |
| MUSRM19 | Middle Imperial Legionary with Sword (1) | \$0.55 |
| MUSRM20 | Middle Imperial Lanciarii with sword (1) | \$0.55 |

1000s - 1300s AD Early Medieval

True 15mm metal miniatures available separately

| | | |
|---------|--|--------|
| MUSNI01 | Light Infantry Archer (1) | \$0.55 |
| MUSNI02 | Medium Infantry Spearmen, kite shld (1) | \$0.55 |
| MUSNI03 | Heavy Infantry Spearmen, kite shield (1) | \$0.55 |
| MUSNI04 | Unarmored Crossbowmen (1) | \$0.55 |
| MUSNI05 | Medium armored archers (1) | \$0.55 |
| MUSNI06 | Slav Infantry with spear & kite shield (1) | \$0.55 |
| MUSNI07 | Heavy Infantry with 2 handed axe (1) | \$0.55 |
| MUSNI08 | Viking Berserker with axe (1) | \$0.55 |
| MUSNI09 | Viking Berserker with sword (1) | \$0.55 |
| MUSNI10 | Viking Bondi Archers (1) | \$0.55 |
| MUSNI11 | Viking Bondi Spearmen with sword (1) | \$0.55 |
| MUSNI12 | Viking Bondi Spearmen with sword (1) | \$0.55 |
| MUSNI13 | Viking Skirmisher, javelin, shield (1) | \$0.55 |
| MUSNI14 | Viking Bondi Spearmen with spear (1) | \$0.55 |
| MUSNI15 | Viking CinC on foot, sword & shield (1) | \$0.55 |
| MUSNI16 | Viking Huscarl with axe (1) | \$0.55 |
| MUSNI17 | Staff Slinger light infantry (1) | \$0.55 |
| MUSNI18 | Viking Ulfnednar with sword (1) | \$0.55 |
| MUSNI19 | Viking/Norman Hvy Inf, spr, shld (1) | \$0.55 |
| MUSNI25 | Crusader Crossbowman, armored (1) | \$0.55 |
| MUSNI26 | Crusader Archer, chainmail hauberk (1) | \$0.55 |
| MUSNI27 | Crusader Foot Knight, swrd, shld (1) | \$0.55 |
| MUSNI28 | Crusader Foot Knight with mace, shld (1) | \$0.55 |
| MUSNI29 | Crusader Foot Knight w/spear & shld (1) | \$0.55 |
| MUSNI30 | Crusader Heavy Inf w/spear & shld (1) | \$0.55 |
| MUSNI31 | Armored crossbowman (1) | \$0.55 |
| MUSNI32 | Crusader Foot Knight w/swrd & shld (1) | \$0.55 |
| MUSNI34 | Crusader General on foot, swrd, shld (1) | \$0.55 |
| MUSNI36 | Crusader Foot Knight with axe (1) | \$0.55 |
| MUSNI37 | Teutonic Foot Knight with mace, shld (1) | \$0.55 |
| MUSNI38 | Crusader Foot Knight with sword, shld (1) | \$0.55 |
| MUSNI39 | Teutonic Foot Knight with sword, shld (1) | \$0.55 |
| MUSNI40 | Teutonic Foot Knight with lance, shld (1) | \$0.55 |
| MUSNC01 | Mtd Norman Caballari (c 850 AD) (1) | \$1.10 |
| MUSNC02 | Mtd Norman Knight w/lance & shield (1) | \$1.10 |
| MUSNC03 | Mtd Norman Knight w/lance & shield (1) | \$1.10 |
| MUSNC04 | Mtd Norman Retainer, medium cav (1) | \$1.10 |
| MUSNC10 | Mtd Crusader Turcopoles firing bow (1) | \$1.10 |
| MUSNC11 | Mtd Crusader Turcopoles with javelin (1) | \$1.10 |
| MUSNC12 | Mtd Norman CinC (1) | \$1.10 |
| MUSNC13 | Mtd Crusader Templar Knight (1) | \$1.10 |
| MUSNC14 | Mtd Crusader Hospitaller Knight (1) | \$1.10 |
| MUSNC15 | Mtd Crusader Hospitaller Knight w/swrd | \$1.10 |
| MUSNC16 | Mtd Crusader Sergeant w/lance (1) | \$1.10 |
| MUSNC17 | Mtd Crusader Knight with lance/shld (1) | \$1.10 |
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1300s - 1500s AD Medieval Europe

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| MUSMD17 | Mounted EHK Men-at-Arms (1) | \$1.10 |
| MUSMD18 | Mounted Household Men-at-Arms SHK | \$1.10 |
| MUSMD19 | English Lesser Mtd Men-at-Arms HC (1) | \$1.10 |
| MUSMD20 | French/Continental Mtd M-at-Arms SHK | \$1.10 |
| MUSMD21 | French Mounted Sergeant HC (1) | \$1.10 |
| MUSMD22 | Mounted Hobilar with Lance (MC) (1) | \$1.10 |
| MUSMD23 | Mounted Archer/Longbowman (1) | \$1.10 |
| MUSMD24 | Later Mounted Man-at-Arms SHK (1) | \$1.10 |
| MUSMD25 | Later Mounted Man-at-Arms SHK (1) | \$1.10 |
| MUSMD26 | Retinue Armored Billman (1) | \$0.55 |
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| MUSMA01 | Organ Gun & Crew | \$5.50 |
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TIN SOLDIER

15mm

A selection of figures are pictured below right.

Greek & Persian Wars 500 - 50 BC

Exaggerated 15mm metal miniatures with () models

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| TINHB5 | Hellenistic Hvy Cav, Boiotian Helmet (4) | \$4.70 |
| TINHB6 | Greek archer, in linen cuirass (8) | \$4.70 |
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| TINHB8 | Greek slinger, round pelta shield (8) | \$4.70 |
| TINHB9 | Thracian, long spear, crescent shield (8) | \$4.70 |
| TINHB10 | Thracian, rhomphaia, crescent shield (8) | \$4.70 |
| TINHB11 | Pelast/Thureophori, thureos shield (8) | \$4.70 |
| TINHB13 | Thorakitai, thureos shield, spear (8) | \$4.70 |
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| TINHB16 | Prodromoi Light Cavalry with lance (4) | \$4.70 |
| TINHB17 | Macedonian Cavalry Command (3) | \$4.70 |
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| TINHB36 | Galatian mercs, sword, coffin shield (8) | \$4.70 |
| TINHB37 | Scythian Horse Archer (4) | \$4.70 |
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| TINHB43 | Greek Pelast throwing javelin (8) | \$4.70 |
| TINHB44 | Thracian archer, foxskin cap (8) | \$4.70 |
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| TINHB47 | Tarantine light cavalry, large round shld (4) | \$4.70 |

Ancient Italian States

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| TINITA6 | Latin Light Inf, spr, javelins (8) | \$4.70 |
| TINITA7 | Latin Command, 3 officer, 3 bearer (6) | \$4.70 |
| TINITA8 | Latin Cavalry, small shld, spear (4) | \$4.70 |
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| TINITA11 | Campanian Unarmored Cavalry, jvn (4) | \$4.70 |
| TINITA12 | Campanian Armored Cavalry, spr, shld (4) | \$4.70 |
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Galic/Celtic Warriors 400 - 150 BC

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| TINC9 | Warband Warriors, barehdd, spr, shld (8) | \$4.70 |
| TINC10 | Warband Warriors in tunics, swrd, shld (8) | \$4.70 |
| TINC11 | Warband Warriors in tunics, spr, shld (8) | \$4.70 |
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Polybian Republican Roman

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| TINRR5 | Tnarius thrusting spear overhand (8) | \$4.70 |
| TINRR6 | Tnarius, mail, shield, sword (8) | \$4.70 |
| TINRR7 | Infantry Command (6) | \$4.70 |
| TINRR8 | Velite, javelin, round shield (8) | \$4.70 |
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Spanish (Punic Wars)

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| TINSP5 | Iberian Caetratus with javelin & shield (8) | \$4.70 |
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| TINSP7 | Celtiberian Caetratus with javelin & shield (8) | \$4.70 |
| TINSP8 | Spanish Infantry Command (6) | \$4.70 |
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| TINCA3 | Liby/Phoenician spearmen, hoplite style (8) | \$4.70 |
| TINCA4 | Numidian infantry, javelin, thureos (8) | \$4.70 |
| TINCA5 | Numidian infantry, javelin, circular shield (8) | \$4.70 |
| TINCA6 | Infantry Command (6) | \$4.70 |
| TINCA7 | African infantry in captured Roman armor (8) | \$4.70 |
| TINCA8 | African infantry in Romano/Greek style (8) | \$4.70 |
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| TINCA10 | Citizen Cavalry, spear, hoplon shield (4) | \$4.70 |
| TINCA12 | African elephant with driver | \$4.70 |
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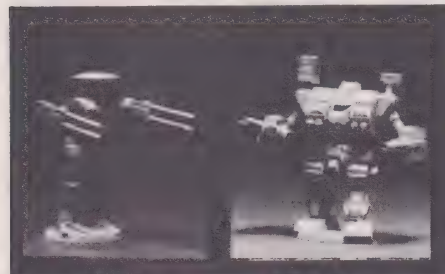
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| RAL20836 | SHADOW HAWK | \$8.95 |
| RAL20837 | WOLVERINE | \$8.95 |
| RAL20838 | BATTLEMASTER | \$10.95 |
| RAL20839 | THUNDERBOLT | \$9.95 |
| RAL20840 | WARHAMMER | \$9.95 |
| RAL20841 | RIFLEMAN | \$9.95 |
| RAL20842 | ARCHER ARC - 3R | \$9.95 |
| RAL20843 | MAUDAUDER | \$10.95 |
| RAL20844 | LOCUST | \$6.95 |
| RAL20845 | ATLAS | \$11.95 |
| RAL20846 | GOLIATH | \$10.95 |
| RAL20847 | AWESOME | \$10.95 |
| RAL20848 | ORION | \$9.95 |
| RAL20849 | CENTURION | \$8.95 |
| RAL20850 | FIRESTARTER | \$7.95 |
| RAL20851 | VALKYRIE | \$7.95 |
| RAL20852 | CATAPULT | \$9.95 |
| RAL20853 | PANTHER | \$7.95 |
| RAL20854 | HUNCHBACK | \$8.95 |
| RAL20855 | OSTOL | \$9.95 |
| RAL20856 | ZEUS | \$10.95 |
| RAL20857 | URBANMECH | \$6.95 |
| RAL20858 | CICADA | \$8.95 |
| RAL20859 | SCORPION | \$8.95 |

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| RAL20860 | VICTOR | \$10.95 |
| RAL20861 | JAGERMECH | \$9.95 |
| RAL20862 | STALKER | \$10.95 |
| RAL20863 | CYCLOPS | \$11.95 |
| RAL20864 | HATCHETMAN | \$8.95 |
| RAL20865 | COMMANDO | \$6.95 |
| RAL20866 | JAVELIN | \$7.95 |
| RAL20867 | ENFORCER | \$8.95 |
| RAL20868 | DRAGON | \$9.95 |
| RAL20869 | JENNER | \$7.95 |
| RAL20870 | WHITWORTH | \$8.95 |
| RAL20871 | VINDICATOR | \$8.95 |
| RAL20872 | QUICKDRAW | \$9.95 |
| RAL20873 | SPIDER | \$7.95 |
| RAL20874 | OSTSCOUT | \$7.95 |
| RAL20875 | ASSASSIN | \$8.95 |
| RAL20876 | DERVISH | \$8.95 |
| RAL20877 | OSTROC | \$9.95 |
| RAL20878 | STINGER LAM | \$8.95 |
| RAL20879 | CLINT | \$8.95 |
| RAL20880 | BLACKJACK | \$8.95 |
| RAL20881 | CHARGER | \$10.95 |
| RAL20882 | BANSHEE | \$11.95 |
| RAL20883 | WASP LAM | \$8.95 |
| RAL20884 | PHOENIX HAWK LAM | \$9.95 |
| RAL20885 | HERMES II | \$8.95 |
| RAL20886 | VULCAN | \$8.95 |
| RAL20887 | TREBUCHET | \$8.95 |
| RAL20888 | GRASSHOPPER | \$9.95 |
| RAL20889 | LONGBOW | \$9.95 |
| RAL20890 | HORNET | \$6.95 |
| RAL20891 | WOLF HOUND | \$7.95 |
| RAL20892 | SHOGUN | \$10.95 |
| RAL20893 | MARAUDER II | \$11.95 |
| RAL20894 | FIRE FLY | \$7.95 |
| RAL20895 | EXTERMINATOR | \$9.95 |
| RAL20896 | HIGHLANDER | \$10.95 |
| RAL20897 | ANNIHILATOR | \$11.95 |
| RAL20898 | IMP | \$11.95 |
| RAL20899 | KING CRAB | \$11.95 |



RAL20791

RAL20796

BattleTech Boxed Lances

All come with hex bases.

| | | |
|--|------------------------------|---------|
| RAL10801 | RECON LANCE | \$28.95 |
| Ph Hawk, Stinger, 2 x Locust | | |
| RAL10802 | LIGHT LANCE | \$29.95 |
| Wasp, Griffin, Ph Hawk, Stinger | | |
| RAL10803 | MEDIUM LANCE | \$32.95 |
| Wolverine, Crusader, Sh Hawk, Stinger | | |
| RAL10804 | FIRE LANCE | \$34.95 |
| Ph Hawk, Rifleman, 2 x Archer | | |
| RAL10805 | HEAVY LANCE | \$34.95 |
| Rifleman, Thunderbolt, Crusader, Griffin | | |
| RAL10806 | ASSAULT LANCE | \$40.95 |
| BattleMaster, Marauder, 2 x Warhammer | | |
| RAL10806P | ASSAULT LANCE (PLASTIC) | \$29.95 |
| RAL10807 | REGIMENTAL COMMAND LANCE | \$39.95 |
| Zeus, Ostscout, Cyclops, Atlas | | |
| RAL10808 | PURSUIT LANCE | \$28.95 |
| Jenner, Vulcan, 2 x Commando | | |
| RAL10840 | CLAN LIGHT OMNI MECHS BOXED | \$32.95 |
| Dasher, Uller, Puma, Koshi | | |
| RAL10841 | CLAN MEDIUM OMNI MECHS BOXED | \$36.95 |
| Fennir, Dragonfly, Ryoken, Blackhawk | | |
| RAL10842P | CLAN HEAVY OMNI MECHS BOXED | \$42.95 |
| Loki, Vulture, Madcoat, Thor | | |
| RAL10843 | ASSAULT OMNI MECHS BOXED SET | \$46.95 |
| Dashi, Masakari, Gladiator, Man O'War | | |

AEROTECH FIGHTERS

1/300th scale metal kits with 1 model.

| | | |
|----------|---------------------------|--------|
| RAL20703 | STUKA | \$9.50 |
| RAL20704 | CHEETAH F-10 | \$6.50 |
| RAL20705 | STINGRAY F-90 | \$8.50 |
| RAL20706 | CHIPPWA CHP-W5 | \$9.50 |
| RAL20710 | SAMURAI AEROSPACE FIGHTER | \$7.50 |
| RAL20711 | SHOLAGAR | \$6.50 |
| RAL20713 | SLAYER | \$9.50 |
| RAL20720 | THRUSH | \$6.50 |
| RAL20722 | TRANSRESSOR | \$8.50 |
| RAL20723 | WARRIOR HELICOPTER | \$6.50 |
| RAL20724 | MECHBUSTER FIGHTER | \$7.50 |

AD&D FANTASY

AD&D Characters

Each with 1 male & 1 female 25mm figure.

| | | |
|----------|-------------------------------|--------|
| RAL11001 | FIGHTERS W/2 HND SWORDS (2) | \$6.50 |
| RAL11002 | CLERICS W/STAFF & HAMMER (2) | \$6.50 |
| RAL11003 | MAGIC USERS W/STAFF & DAGGER | \$6.50 |
| RAL11004 | RANGERS W/BOW & SWORD (2) | \$6.50 |
| RAL11005 | THIEVES W/SLING & SWORD (2) | \$6.50 |
| RAL11006 | DWARF FIGHTERS W/SHLD & HAMMR | \$6.50 |
| RAL11007 | ELVEN MAGIC USERS W/STAFF | \$6.50 |
| RAL11008 | GNOME THIEVES W/DAGGER & X-BW | \$6.50 |
| RAL11009 | ADVENTURING MAGES WITH STAFF | \$6.50 |
| RAL11010 | PALADINS W/SWORD & DAGGER | \$6.50 |
| RAL11011 | HALF ELF RANGERS-BOW & SWORD | \$6.50 |

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| RAL11012 | HALFLING FIGHTER THIEVES | \$6.50 |
| RAL11013 | BARDS W/HARP & SWORD | \$6.50 |
| RAL11014 | KENDER ROGUES W/HOOPAKS | \$6.50 |
| RAL11015 | SAVAGE WARRIORS W/SPR & SHLD | \$6.50 |
| RAL11016 | HUMAN ROGUES W/SWORDS | \$6.50 |
| RAL11017 | MERCENARIES (2) | \$6.50 |
| RAL11018 | WILDERNESS WARRIORS (2) | \$6.50 |
| RAL11019 | WANDERING WARRIORS (2) | \$6.50 |
| RAL11020 | ELF MILITANT WIZARDS (2) | \$6.50 |
| RAL11021 | BERSERKER BARBARIANS (2) | \$6.50 |
| RAL11022 | ORIENTAL FIGHTERS (2) | \$6.50 |
| RAL11023 | BOUNTY HUNTERS (2) | \$6.50 |
| RAL11024 | GLADIATORS (2) | \$6.50 |
| RAL11025 | HALF ORCS (2) | \$6.50 |
| RAL11026 | FIGHTERS WITH AXES (2) | \$6.50 |
| RAL11050 | FZOLU CHEMBRYL (1) | \$3.50 |
| RAL11051 | ZULKIR SZASS TAM (1) | \$3.50 |
| RAL11052 | MOURNGRYM AMCATHRA (1) | \$3.50 |
| RAL11053 | MIDNIGHT (1) | \$3.50 |
| RAL11054 | LORD MENSHOON (WIZARD) (1) | \$3.50 |
| RAL11055 | MANXAM (BEHOLDER) (1) | \$3.50 |
| RAL11056 | SHAERT AMCATHRA (THIEF) | \$3.50 |
| RAL11057 | ELMINSTER WIZARD & SAGE (1) | \$3.50 |



RAL11052

RAL11057

AD&D Monsters

Each with 1 - 4 25mm scale figures.

| | | |
|----------|-------------------------------|---------|
| RAL11401 | BEHOLDER (1) | \$7.95 |
| RAL11402 | COUATL (1) | \$6.50 |
| RAL11403 | STONE GIANT WITH AXE (1) | \$11.50 |
| RAL11404 | UMBER HULK (1) | \$8.95 |
| RAL11405 | OGRE MAGE WITH VICTIM | \$8.95 |
| RAL11406 | MIND FLAYER (1) | \$3.50 |
| RAL11407 | FIRE GIANT (1) | \$11.50 |
| RAL11408 | TROLL (1) | \$7.95 |
| RAL11409 | ORCS (4) | \$11.50 |
| RAL11410 | ETTIN (1) | \$11.50 |
| RAL11411 | OWL BEAR (1) | \$6.50 |
| RAL11412 | BUGBEARS (3) | \$11.50 |
| RAL11413 | DISPLACER BEAST (1) | \$11.50 |
| RAL11414 | CHIMERA (1) | \$14.95 |
| RAL11415 | GENIE (1) | \$15.50 |
| RAL11416 | LESSER GOLEMS-FLESH/CLAY | \$7.95 |
| RAL11417 | GREATER GOLEMS-IRON/STONE | \$13.50 |
| RAL11418 | DROW ELVES (4) | \$11.50 |
| RAL11419 | FIRBOLG WITH SWORD (1) | \$11.50 |
| RAL11420 | GNOLLS (3) | \$11.50 |
| RAL11421 | KOBOLDS (7) | \$11.50 |
| RAL11422 | CATOBLEPAS (1) | \$11.50 |
| RAL11423 | PEGASUS (1) | \$9.95 |
| RAL11424 | UNICORN (1) | \$7.95 |
| RAL11425 | IMPERIAL MINOTAURS (3) | \$12.50 |
| RAL11426 | ELEMENTALS: FIRE & EARTH | \$12.50 |
| RAL11427 | ELEMENTALS: AIR & WATER | \$12.50 |
| RAL11428 | YOUNG DRAGON OF KYRNN | \$11.50 |
| RAL11429 | ARMORED WAR DOGS & MASTER | \$11.50 |
| RAL11430 | PHASE SPIDER | \$14.50 |
| RAL11431 | STORM GIANT W/SWORD (88mm) | \$16.50 |
| RAL11432 | GOBLINS (5) | \$13.50 |
| RAL11433 | GARGOYLES (2) | \$8.95 |
| RAL11434 | GHOUTS AND GHAST (3) | \$8.95 |
| RAL11435 | RUST MONSTER (1) | \$8.95 |
| RAL11436 | FROST GIANT-AXE & SHIELD (1) | \$13.50 |
| RAL11437 | HARPIES (3) | \$11.50 |
| RAL11438 | WIGHT (1) | \$3.50 |
| RAL11439 | BASILISK (1) | \$11.50 |
| RAL11440 | CLOUD GIANT-BALL & CHAIN (1) | \$16.50 |
| RAL11441 | HIPPOGRIFF (1) | \$9.95 |
| RAL11442 | GIANT TOAD (1) | \$6.50 |
| RAL11443 | SAHUAGIN W/HAND WPNS (4) | \$11.50 |
| RAL11444 | TROGLODYTES (3) | \$11.50 |
| RAL11445 | GRIFFON (1) | \$9.95 |
| RAL11446 | ARMORED HOBGOBLINS (3) | \$11.50 |
| RAL11447 | FIRE MINION W/FLAMING SWORD | \$6.50 |
| RAL11448 | GNOMES W/HAND WEAPONS (5) | \$11.50 |
| RAL11449 | WYVERN POUNCING (1) | \$15.50 |
| RAL11450 | BEASTMEN (4) | \$11.50 |
| RAL11451 | SATYR WITH SPEAR (1) | \$3.50 |
| RAL11452 | GIANT SCORPION (1) | \$8.95 |
| RAL11453 | CYCLOPS KIN IN FURS (3) | \$11.50 |
| RAL11454 | EFREET AND JINN W/SCIMITARS | \$13.50 |
| RAL11455 | GORGON CHARGING (1) | \$8.95 |
| RAL11456 | MIMICS-BED, CHEST, BARREL (3) | \$11.50 |
| RAL11457 | ORGS (3) | \$12.50 |
| RAL11458 | DRAGGONNE | \$9.95 |
| RAL11459 | SKRAG SEA TROLL | \$7.95 |
| RAL11460 | MITES (6) | \$11.50 |
| RAL11461 | LAMASU | \$9.95 |
| RAL11462 | LAMIA | \$4.50 |
| RAL11463 | KETCH (3) | \$11.50 |
| RAL11464 | NAGA | \$3.50 |
| RAL11465 | BONESNAPPER | \$6.50 |
| RAL11466 | BLINK DOGS | \$6.50 |
| RAL11467 | MINOTAUR | \$6.50 |
| RAL11468 | TAERS | \$10.95 |
| RAL11469 | SLIGS (3) | \$11.50 |
| RAL11470 | MEDUSA (1) | \$3.95 |
| RAL11471 | NECROPHIDUS (1) | \$3.95 |
| RAL11472 | ZOMBIES (3) | \$8.95 |
| RAL11473 | GIANT RAT HORDES (2) | \$8.50 |
| RAL11474 | SYLPH (1) | \$3.50 |

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|----------|---------------------------|---------|
| RAL11475 | LIZARDMEN (3) | \$10.95 |
| RAL11476 | BEHOLDER KIN (2) | \$12.50 |
| RAL11477 | MANTICORE (1) | \$10.95 |
| RAL11478 | KENKU (1) | \$10.95 |
| RAL11479 | BULETTE (1) | \$10.95 |
| RAL11480 | LICH (1) | \$3.95 |
| RAL11481 | OGRE W/CLUB (1) | \$8.50 |
| RAL11483 | ROCK PYTHON (1) | \$8.95 |
| RAL11484 | FAIRIE (1) | \$3.50 |
| RAL11485 | GREEN SLIME (1) | \$7.95 |
| RAL11486 | BUGBEARS & KOBOLD (3) | \$8.95 |
| RAL11487 | HOBGOBLIN JAILER & GUARDS | \$8.95 |

AD&D Ravenloft

Figures with (J) 25mm figures.

| | | |
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| RAL11100 | GREATER WOLFWEARE (4) | \$13.50 |
| RAL11101 | WEREBATS (3) | \$8.95 |
| RAL11102 | GREATER MUMMY (4) | \$11.50 |
| RAL11103 | DEMI-HUMAN VAMPIRES (3) | \$8.95 |
| RAL11108 | GREAT WHITE STAG (1) | \$6.50 |
| RAL11109 | GYSIES (3) | \$8.95 |
| RAL11110 | GYSIES DANCERS (3) | \$10.95 |
| RAL11111 | RAVENLOFT LORDS (3) | \$8.95 |

AD&D Dark Sun

Figures with (J) 25mm figures.

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|----------|--------------------------------|---------|
| RAL11701 | THRI-KREEN (3) DARK SUN | \$12.50 |
| RAL11702 | CRODLU RIDERS (3) DARK SUN | \$13.50 |
| RAL11703 | ELVES (3) DARK SUN | \$8.95 |
| RAL11704 | CLIFF GLIDER DARK SUN | \$15.50 |
| RAL11705 | TEMPLARS (3) DARK SUN | \$8.95 |
| RAL11706 | TEMBO DARK SUN | \$6.50 |
| RAL11708 | DARK SUN FEMALE GLADIATORS (3) | \$8.95 |

AD&D Boxed Sets

Each with (J) 25mm figures.

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| RAL10500 | RED DRAGON OF KYRNN & RIDER | \$37.95 |
| RAL10501 | DRACONIANS (10) | \$33.95 |
| RAL10502 | HEROES OF THE LANCE (10) | \$29.95 |
| RAL10503 | HUMA'S SILVER DRAGON | \$37.95 |
| RAL10504 | VILLAINS OF KYRNN (9) | \$33.95 |
| RAL10509 | DUNGEON GAME MINIATURES (10) | \$31.95 |
| RAL10510 | D&D BASIC HEROES (10) | \$29.95 |
| RAL10511 | RAVENLOFT DENIZENS (10) | \$29.95 |
| RAL10512P | D&D MONSTERS (20 PLASTIC) | \$59.95 |
| RAL10513 | DRAGONSTRIKE DELUXE | \$37.95 |
| RAL10514 | DRAGON MOUNTAIN | \$39.95 |
| RAL10515 | CASTLE FORLORN RAVENLOFT | \$31.95 |
| RAL10540 | DARK SUN CHARACTERS (20) | \$69.95 |
| RAL10541 | DARK SUN LIGHT CHARIOT | \$29.95 |
| RAL10550 | HEROES OF FORGOTTN REALMS (10) | \$29.95 |
| RAL10551 | DROW ELVES OF MENZOBERRZN (10) | \$31.95 |

BattleSystem Brigades

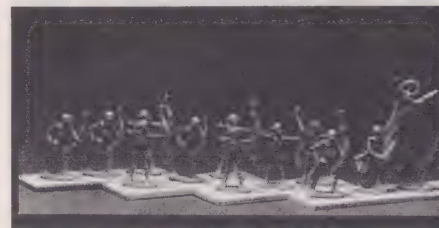
Boxed Sets with 25mm figures.

| | | |
|---|--------------------------------|---------|
| RAL10560 | THE HORDE-HOEKUN CLAN (19 CV) | \$69.95 |
| Leader, 6 hvy cav, 12 light cav | | |
| RAL10561 | BILLIDUMS MARAUDERS (13) | \$53.95 |
| Hill giant & 12 ogres | | |
| RAL10562 | GREY BLOSSOM REGIMENT (26) | \$53.95 |
| Mtd Hero, sohei, 24 bushi | | |
| RAL10563 | SKULL SMASHERS REAVERS (17) | \$53.95 |
| Gnoll hero, shaman, 15 gnoll warrior | | |
| RAL10564 | IRON LORDS DWARF ORC-FOES (26) | \$53.95 |
| Hero, cleric, 6 halberds, 6 X-bows, 12 axemen | | |
| RAL10565 | LORD HARCOUTS KNIGHTS (20) | \$53.95 |
| Lord, cleric, 6 mtd knights, 12 longbowmen | | |
| RAL10566 | LORD SOTHS CHARGE (13) | \$53.95 |
| Lord Soth & 12 Skeleton Mtd Knights | | |

Battlesystem 15mm Army Packs

Figures with (J) True 15mm figures.

| | | |
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| RAL11900 | LANCERS OF CORMYR (7) | \$11.50 |
| RAL11901 | LONGBOWMEN OF CORMYR (13) | \$11.50 |
| RAL11902 | CORMYR SWORDSMEN (13) | \$10.50 |
| RAL11903 | CORMYR EASTERN LANCERS (13) | \$10.95 |
| RAL11904 | CORMYR LORDS & WIZARDS (6) | \$11.50 |
| RAL11920 | ELF HORSE ARCHERS (7) | \$11.50 |
| RAL11921 | ELF LONGBOWMEN (13) | \$10.50 |
| RAL11922 | SILVER ELF PIKEMEN (13) | \$10.50 |
| RAL11923 | EVERESKA LIGHT CHARIOT | \$11.50 |
| RAL11924 | ELF NOBLE ARCHERS (13) | \$10.50 |
| RAL11930 | IRON DWARF REGULARS (13) | \$10.50 |
| RAL11931 | IRON DWARF AXEMEN (13) | \$10.50 |
| RAL11932 | TETHYAMIR XBOWMEN (13) | \$10.50 |
| RAL11940 | SKELETON REGULARS (13) | \$10.50 |
| RAL11941 | SKELETON ARCHERS (13) | \$10.50 |



RAL11941 Skeletal Archers

| | | |
|----------|----------------------------|---------|
| RAL11942 | MAUNTED SKELETONS (13) | \$10.95 |
| RAL11950 | BASTEZU & COMUGONS (3) | \$11.50 |
| RAL11951 | BUGBEARS OF DRGNSPR (7) | \$11.50 |
| RAL11952 | OGRES OF DRAGONSPER (7) | \$11.50 |
| RAL11953 | HOBGOBLINS OF DRGNSPR (13) | \$11.50 |
| RAL11954 | TROLLS MERC COMPANY (7) | \$11.50 |
| RAL11955 | VILLAINS OF F.REALMS (5) | \$11.50 |
| RAL11970 | ORC REGULARS (13) | \$10.50 |
| RAL11971 | ORC BOWMEN (13) | \$10.50 |
| RAL11972 | GOBLIN LEVY (13) | \$10.50 |

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|----------|-------------------------|---------|
| RAL11973 | GOBLIN WOLF RIDERS (7) | \$10.95 |
| RAL11990 | KNIGHTS ON GRIFFONS (3) | \$11.50 |
| RAL11991 | ARCHERS ON GRIFFONS (5) | \$11.50 |

FANTASY

PERSONALITIES

Blisters with 1 - 4 25mm figures.

| | | |
|----------|--------------------------------|---------|
| RAL01001 | EVIL WIZARD W/FINGER (1) | \$3.50 |
| RAL01003 | BALROG (1) | \$8.95 |
| RAL01004 | CLERIC W/COBRA STAFF (1) | \$3.50 |
| RAL01007 | WINGED SERPENT (1) | \$6.50 |
| RAL01010 | HILL TROLL (1) | \$6.50 |
| RAL01011 | ANGEL | \$6.50 |
| RAL01019 | ANGEL OF DEATH W/SCYTHE | \$7.50 |
| RAL01027 | RANGERS, MTD & ON FOOT | \$9.95 |
| RAL01030 | WRAITH WITH SICKLE | \$3.50 |
| RAL01035 | LAND DRAGON W/LANCE | \$9.95 |
| RAL01037 | MONK | \$3.50 |
| RAL01038 | WINGED PANTHER (1) | \$8.50 |
| RAL01045 | EARTH DAEMON (ELEMENTAL) | \$9.95 |
| RAL01047 | ARMORED CENTAUR W/BOW & SPR | \$7.50 |
| RAL01051 | GRIFFIN | \$7.50 |
| RAL01060 | DUNGEON LADY (1) | \$3.50 |
| RAL01067 | ARMORED GIANT W/BALL & CHAIN | \$9.95 |
| RAL01068 | DRAGON BOXED | \$16.50 |
| RAL01069 | DJINN (1) | \$8.95 |
| RAL01071 | UNICORN WITH MTD VIRGIN | \$7.50 |
| RAL01072 | COLD DRAKE | \$16.50 |
| RAL01083 | WAR DRAGON BOXED | \$18.95 |
| RAL01089 | WITCH KING ON CHARGER | \$9.95 |
| RAL01090 | STORM GIANT WITH AXE | \$9.95 |
| RAL01091 | MTD ELF HERO IN PLATE | \$9.95 |
| RAL01093 | ANTI-PALADIN MTD & FOOT | \$9.95 |
| RAL01095 | JABBERWOCK (1) | \$9.95 |
| RAL01096 | HIPPOGRIF (1) | \$8.50 |
| RAL01105 | 3 HEADED TROLL | \$9.95 |
| RAL01106 | HALF ELVES (4) | \$11.50 |
| RAL01109 | CLOUD GIANT WITH CLUB | \$15.50 |
| RAL01112 | PALADIN MTD IN PLATE ARMOR | \$10.95 |
| RAL01114 | THIEVES (4) | \$11.50 |
| RAL01124 | WARRIORS OF CHAOS (4) | \$11.50 |
| RAL01125 | MTD CHAOS CHAMPION W/AXE | \$9.95 |
| RAL01126 | MTD CHAOS LORD W/SWORD | \$9.95 |
| RAL01128 | BRIGANDS TREASURE CARAVAN | \$17.50 |
| RAL01129 | CELESTIAL DRAGON | \$17.95 |
| RAL01132 | CHAOTIC ONES (2) | \$6.50 |
| RAL01133 | GUARDIANS OF DOOM (2) | \$6.50 |
| RAL01134 | LAWFUL FIGHTING COMPANIONS (2) | \$6.50 |
| RAL01135 | LAWFUL SWORDMASTERS (2) | \$6.50 |
| RAL01136 | CHAOTIC DOOM KNIGHTS (2) | \$8.50 |
| RAL01137 | CHAOTIC SKULL KNIGHTS (2) | \$6.50 |
| RAL01138 | BLACK DRAGON | \$17.95 |
| RAL01139 | BLUE DRAGON | \$17.50 |
| RAL01140 | UNDEAD DRAGON | \$17.95 |
| RAL01143 | MALKOTIAN SPEARMEN (2) | \$7.50 |
| RAL01146 | FOREST DRAGON | \$17.50 |
| RAL01147 | BOARAK DEATH RIDER (1) | \$7.50 |
| RAL01148 | PERFIDON KNIGHT OF CHAOS LORDS | \$7.50 |
| RAL01149 | ESCHEATER THE COLLECTOR (1) | \$7.50 |
| RAL01150 | SOLECISMIC, SERVANT OF CHAOS | \$8.50 |
| RAL01151 | SEA DRAGON | \$17.50 |
| RAL01155 | GIANT GRIFFON (1) | \$11.95 |
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| RAL01401 | WHITE WIZARD | \$9.95 |
| RAL01402 | CARN, WARRIOR/MAGE | \$9.95 |
| RAL01403 | CYMBORIC, HIGH ELF W/LORD | \$9.95 |
| RAL01404 | LEONARA, WARRIOR CHAMPION | \$9.95 |
| RAL01405 | CZARCHON, WITCH KING | \$9.95 |
| RAL01406 | EVIL SUPERHERO W/AXE & SHLD | \$9.95 |
| RAL01407 | PALADIN MTD W/SWORD & SHLD | \$9.95 |
| RAL01408 | BLACK PRINCE MTD W/AXE & LANCE | \$9.95 |
| RAL01601 | DWARF CHAMPION W/SWORD (1) | \$3.50 |
| RAL01602 | ORC KING W/SWORD (1) | \$3.50 |
| RAL01603 | NECROMANCER W/WAND (1) | \$3.50 |
| RAL01604 | CHAOS DEATHMASTER W/SCYTHE (1) | \$4.50 |
| RAL01605 | GNOME MASTER THIEF W/SWRD (1) | \$3.50 |

3-STAGE
CHARACTERS

Each with 3 x 25mm figures representing low, mid, high character classes.

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|----------|---------------------------------|--------|
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| RAL01316 | RANGER PLAYER CHARACTER (3) | \$8.95 |
| RAL01317 | MAGIC USER PLAYER CHARACTER (3) | \$8.95 |
| RAL01318 | HOBBIT THIEF 3-STAGE CHRCTR (3) | \$8.95 |
| RAL01319 | ELF THIEF PLAYER CHARACTER (3) | \$8.95 |
| RAL01320 | PALADIN PLAYER CHARACTER (3) | \$8.95 |
| RAL01321 | HUMAN ASSASSIN 3-STAGE CHAR (3) | \$8.95 |
| RAL01322 | BARBARIAN PLAYER CHARACTER (3) | \$8.95 |
| RAL01323 | DWARF FIGHTER (3 STAGE) (3) | \$8.95 |
| RAL01324 | ELF FIGHTER (3 STAGE) (3) | \$8.95 |
| RAL01325 | DRUID (3 STAGE) (3) | \$8.95 |
| RAL01326 | CLERIC 3-STAGED CHARACTER (3) | \$8.95 |
| RAL01328 | ANTI-PALADIN (3) | \$8.95 |
| RAL01329 | ELF FIGHTER/MAGE (3) | \$8.95 |
| RAL01330 | FIGHTER W/AXE (3) | \$8.95 |
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| RAL01333 | WIZARD MAGE W/STAFF (3) | \$8.95 |
| RAL01334 | GNOME ILLUSIONIST (3) | \$8.95 |
| RAL01335 | ANTI-HERO (3) | \$8.95 |
| RAL01336 | NINJA PLAYER CHARACTER (3) | \$8.95 |
| RAL01337 | FEMALE MAGIC USER (3) | \$8.95 |
| RAL01338 | EVIL SHAMAN PLAYER CHARACTER 3 | \$8.95 |
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Blisters with 4 - 6 foot or 2 - 3 cavalry

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|----------|---------------------------------|---------|
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| RAL02005 | WOOD ELF CAVALRY W/SPEAR | \$12.50 |
| RAL02006 | SEA ELF W/PIKE | \$12.50 |
| RAL02007 | SEA ELF ADVANCING | \$12.50 |
| RAL02009 | HIGH ELF W/AXE | \$12.50 |
| RAL02014 | HIGH ELF FIRING BOW (6) | \$12.50 |
| RAL02015 | HIGH ELF CAVALRY WITH SWORD (3) | \$12.50 |
| RAL02016 | HIGH ELF CAVALRY W/SWORD | \$12.50 |
| RAL02017 | STAR BROWS SELECT | \$12.50 |
| RAL02018 | STAR BROWS SELECT COMMAND | \$12.50 |
| RAL02021 | DEEP ELF FIRING BOW | \$12.50 |
| RAL02023 | DEEP ELF W/HALBERD | \$12.50 |
| RAL02025 | DEEP ELF CAVALRY W/LANCE | \$12.50 |
| RAL02029 | MOUNTED HALFLINGS (4) | \$12.50 |
| RAL02030 | DWARVEN ENGINEERS (6) | \$12.50 |
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| RAL02032 | ELITE DWARF AXEMEN MIXED (6) | \$12.50 |
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| RAL02037 | DWARVEN SWORDSMEN (6) | \$12.50 |
| RAL02038 | DWARF W/CROSSBOW (6) | \$12.50 |
| RAL02039 | DWARVEN COMMAND (4) | \$12.50 |
| RAL02040 | SKELETON COMMAND | \$12.50 |
| RAL02041 | MOUNTED SKELETON KNIGHT | \$12.50 |
| RAL02042 | SKELETAL KNIGHT | \$12.50 |
| RAL02043 | SKELETAL ARCHERS | \$12.50 |
| RAL02044 | ASSTD SKELETAL MELEE TROOPS | \$12.50 |
| RAL02045 | DEALERS OF DEVASTATION | \$12.50 |
| RAL02046 | DEALERS DEVASTATION COMMAND | \$12.50 |
| RAL02049 | GOBLIN COMMAND (4) | \$12.50 |
| RAL02050 | MIXED IMP SKIRMISHERS | \$12.50 |
| RAL02051 | GOBLIN SPEARMEN (6) | \$12.50 |
| RAL02052 | GOBLIN SWORDSMEN (6) | \$12.50 |
| RAL02053 | GOBLIN ARCHERS (6) | \$12.50 |
| RAL02054 | GOBLIN BERSERKERS (6) | \$12.50 |
| RAL02055 | RATLING SKIRMISHERS (6) | \$12.50 |
| RAL02056 | RATLING ASSAULT TROOPS (6) | \$12.50 |
| RAL02057 | RATLING COMMAND (6) | \$12.50 |
| RAL02058 | FANGS OF FURY (6) | \$12.50 |
| RAL02059 | FANGS OF FURY COMMAND | \$12.50 |
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| RAL02065 | LESSER ORC MELEE TROOPS | \$12.50 |
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| RAL02073 | KORG'S KILLERS (8 ORCS) | \$12.50 |
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| RAL02078 | WAR MACHINE | \$49.95 |
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RAL02080 Orc Legionaries

RAL02081 Orc Heavy Legionaries

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| RAL02094 | WOLF RIDERS & WOLF | \$12.50 |
| RAL02095 | CENTAUR SKIRMISHERS | \$12.50 |
| RAL02097 | STEEL WIND CENTAURS | \$12.50 |
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| RAL02103 | CHAOTIC WARRIORS (6) | \$12.50 |
| RAL02104 | WARRIORS OF CHAOS (6) | \$12.50 |
| RAL02105 | CHAOTIC WARRIOR BOWMAN (6) | \$12.50 |
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| RAL02113 | LEGION OF JUSTICE ARCHERS (6) | \$12.50 |
| RAL02114 | JUSTICE LEGION FOOT SOLDIERS 6 | \$12.50 |
| RAL02130 | DAE-SHIRU COMMAND | \$12.50 |
| RAL02131 | DAE-SHIRU SKIRMISHERS | \$12.50 |
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| RAL02161 | DWARF BOMBARD & (3) CREW | \$12.50 |
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FANTASY CHARACTERS

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| RAL02302 | PALADIN W/GREATSWORD | \$3.50 |
| RAL02303 | RANGER IN MAIL W/BOW | \$3.50 |
| RAL02304 | CHAOTIC WARRIOR W/GREATSWORD | \$3.50 |
| RAL02305 | CHARGING FIGHTER | \$3.50 |
| RAL02307 | HEROIC KNIGHT | \$3.50 |
| RAL02308 | FIGHTER WITH LONGBOW | \$3.50 |
| RAL02309 | ANTI-HERO W/AXE | \$3.50 |
| RAL02310 | FEMALE FIGHTER W/ROUND SHIELD | \$3.50 |
| RAL02311 | CAVALIER KNIGHT | \$3.50 |
| RAL02312 | WARRIOR LORD | \$3.50 |
| RAL02331 | WARRIOR THIEF | \$3.50 |
| RAL02332 | BRIGAND THIEF | \$3.50 |
| RAL02333 | ACROBATIC THIEF | \$3.50 |
| RAL02334 | CLOAKED ASSASSIN | \$3.50 |
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| RAL02336 | ROGUE THIEF | \$3.50 |
| RAL02337 | FEMALE ADVENTURER THIEF (1) | \$3.50 |
| RAL02338 | ELVEN THIEF (1) | \$3.50 |
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| RAL02352 | ADVENTURER WIZARD | \$3.50 |
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| RAL02354 | EVIL WIZARD W/SKULL STAFF | \$3.50 |
| RAL02355 | WIZARD W/RUNESWORD | \$3.50 |
| RAL02356 | FEMALE MAGIC USER | \$3.50 |
| RAL02371 | CLERIC W/BALL & CHAIN | \$3.50 |
| RAL02372 | ARMORED CLERIC | \$3.50 |
| RAL02373 | DRUID | \$3.50 |
| RAL02375 | INQUISITOR W/SWORD OF JUSTICE | \$3.50 |
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RAL02351

RAL02354

RAL02355

FANTASY MONSTERS

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| RAL02927 | FEMALE WARRIORS | \$8.95 |
| RAL02928 | WYVERN | \$11.50 |
| RAL02929 | GNOMES (4) | \$11.50 |
| RAL02931 | FIGHTING PALADIN | \$3.50 |
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| RAL02933 | HALF ELF CHAMPION | \$3.50 |
| RAL02934 | BARBARIAN GIANT | \$11.50 |
| RAL02936 | ARMORED MINOTAUR W/SWORD | \$9.00 |
| RAL02937 | FIGHTING PEGASUS | \$10.95 |
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| RAL02939 | GNOLL CHAMPION, HENCHBEASTS | \$8.95 |
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| RAL02941 | CHAOTIC WAR DRAGON & RIDER | \$17.50 |
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| RAL02957 | HOBGOBLINS (4) | \$11.50 |
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| | Dragon about to eat some dwarves. | |
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| RAL61003 | CLERIC WITH MACE | \$3.50 |
| RAL61006 | BARD W/SWORD & LUTE | \$3.50 |
| RAL61007 | MONK W/STAFF | \$3.50 |
| RAL61008 | RANGER W/SWORD & BOW | \$3.50 |
| RAL61009 | BARBARIAN CHOPPING W/2H SWORD | \$3.50 |
| RAL61010 | PALADIN W/SWORD | \$3.50 |
| RAL61011 | ILLUSIONIST W/STAFF | \$3.50 |
| RAL61012 | NINJA ASSASSIN W/SWORD | \$3.50 |
| RAL61014 | ELVEN HERO W/SWORD | \$3.50 |
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| RAL61017 | FEMALE THIEF W/DAGGER & SACK | \$3.50 |
| RAL61018 | FEMALE CLERIC W/MACE | \$3.50 |
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| RAL61020 | HOURI W/DAGGER | \$3.50 |
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| RAL61023 | EVIL PRINCESS | \$3.50 |
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| RAL61027 | AMAZON W/SWORD | \$3.50 |
| RAL61029 | DWARF CHAMPION W/AXE | \$3.50 |
| RAL61030 | FEMALE RANGER | \$3.50 |
| RAL61031 | PALADIN W/FULL CHAINMAIL | \$3.50 |
| RAL61034 | GNOME WARRIOR THIEF | \$3.50 |
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Julie Guthrie

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| GRE1809 | DWARF X-BOWMEN (10) | \$7.50 |
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For use with 25mm fantasy.

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GRENDEL

This is the company which bought out Fantasy Forge.

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| GRNF0002 | Dungeon Accessories: 4 pillars, 2 treasure | \$23.95 |
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| GRNF0004 | Tavern: door, bar with barman, 3 sets of chairs, fire, dog, barrels | \$23.95 |
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| GRNF0011 | 2 carnivorous fungi, mutant mushroom, treeman, flytrap, spore | |
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| GRNF0014 | Pharaoh's Tomb | \$32.95 |
| GRNF0015 | 15cm x 14cm tomb gateway, with 2 stone gods | |
| GRNF0016 | Orc Outpost | \$29.95 |
| GRNF0017 | Chief's Hut, Tents, Tent, Battlefield Banner Stand | |
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| GRNF0024 | Pharaoh's Crypt | \$27.95 |
| GRNF0025 | large crypt doorway, Jacal mounted crypt, sarcophagus, urns | |
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| GRNF0027 | torture chair with coils, shackles, rack, chopping block, gateway | |
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25mm Kryomek Resin Figures & Scenery

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| GRNF0007 | Scarb APC: resin APC, with game state | \$23.95 |
| GRNF0008 | Suitable for 40K | |
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| GRNF0013 | Cyberpunk security grav car, & street gang buggy | |
| GRNF0021 | Raptor Biped Walker | \$29.95 |
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| GRNF0023 | Nemesis Biped Walker | \$29.95 |
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MITHRIL

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| C14KW01 | RAGNAR SPACE WOLF LORD (1) | \$14.95 |
| C14KW02 | ULRIK SPACE WOLF PRIEST (1) | \$14.95 |
| C14KW03 | SPACE WOLF RUNEPRIEST (1) | \$14.95 |
| C14KW04 | IRON PRIEST (1) | \$11.95 |
| C14KW05 | SPACE WOLF GREY HUNTERS (3) | \$13.50 |
| C14KW06 | SPACE WOLF LONG FANGS (1) | \$8.95 |
| C14KW07 | SPACEWOLF BLOODCLAWS (3) | \$13.50 |
| C14KW08 | WOLF GUARD TERMINATOR (1) | \$8.95 |
| C14KW09 | SPACE WOLF GUARD POWER ARMOR (1) | \$8.95 |
| C14KW10 | LEMAN RUSS (1) | \$13.50 |
| C14KW11 | SPACE WOLF SERGEANT (1 of 3 types) | \$8.95 |
| C14KW12 | SPACE WOLF TRANSFERS | \$9.95 |

Space Marine Terminators

| | | |
|---------|-------------------------------|--------|
| C14KM06 | DEATHWING TERMINATOR (1) | \$8.95 |
| C14KM07 | GREY KNIGHT TERMINATOR (1) | \$8.95 |
| C14KM08 | CYCLONE TERMINATOR (1) | \$8.95 |
| C14KM09 | LIGHTNING CLAW TERMINATOR (1) | \$8.95 |
| C14KM10 | THUNDER HAMMER TERMINATOR (1) | \$8.95 |
| C14KM11 | INQUISITOR TERMINATOR (1) | \$8.95 |

| | | |
|---------|-------------------------------|--------|
| C14KM13 | ASSAULT CANNON TERMINATOR (1) | \$8.95 |
| C14KM14 | TERMINATOR CAPTAIN (1) | \$8.95 |
| C14KM15 | TERMINATOR LIBRARIAN (1) | \$8.95 |
| C14KM16 | HEAVY FLAMER TERMINATOR (1) | \$8.95 |
| C14KM17 | TERMINATORS TROOPER (1) | \$8.95 |

Chaos

| | | |
|---------|---------------------------------|---------|
| C14KT05 | CHAOS TERMINATOR (1) | \$8.95 |
| C14KT06 | TRAITOR TERMINATOR CAPTAIN (1) | \$8.95 |
| C14KT07 | TRAITOR TERMINATOR SERGEANT (1) | \$8.95 |
| C14KT08 | TRAITOR TERM ASSAULT CANNON (1) | \$8.95 |
| C14KT09 | CHAOS FLAMER TERMINATOR (1) | \$8.95 |
| C14KT12 | PLAGUE MARINES | \$13.50 |
| C14KT13 | WORLD EATER ASSAULT MARINES | \$13.50 |
| C14KT14 | WORLD EATER OF KHORNE | \$13.50 |

Space Orks

| | | |
|---------|----------------------------|---------|
| C14KO01 | SPACE ORKS BOYZ | \$13.50 |
| C14KO02 | ORK HEAVY WEAPONS BOY | \$8.95 |
| C14KO03 | GRETCHIN | \$13.50 |
| C14KO04 | ORK MADBOYZ | \$13.50 |
| C14KO05 | ORK WARBOSS (1) | \$8.95 |
| C14KO06 | ORK SHOKK ATTACK GUN | \$16.50 |
| C14KO07 | WEIRD BOYZ | \$13.50 |
| C14KO08 | ORK FREEBOOTER | \$13.50 |
| C14KO09 | ORK WARLORD GHAZGHKULL (1) | \$14.95 |
| C14KO10 | ORK SKARBOYZ | \$14.95 |
| C14KO12 | GOFF SKARBOYZ | \$13.50 |
| C14KO13 | GOFF NOBZ | \$8.95 |
| C14KO3 | ORK DREADNOUGHT BOXED SET | \$59.95 |

Eldar

| | | |
|---------|--------------------------------|---------|
| C14KE02 | HARLEQUINS | \$13.50 |
| C14KE03 | ELDAR GUARDIANS | \$13.50 |
| C14KE11 | DARK REAPERS | \$13.50 |
| C14KE13 | ASPECT HOWLING BANSHEES (5) | \$16.95 |
| C14KE14 | ASPECT SWOOPING HAWKS | \$16.50 |
| C14KE15 | ASPECT FIRE DRAGONS (5) | \$16.50 |
| C14KE16 | ASPECT STRIKING SCORPIONS (5) | \$16.50 |
| C14KE17 | ASPECT DIRE AVENGERS (5) | \$16.50 |
| C14KE18 | ELDAR EXARCHS (MIX) (1) | \$8.95 |
| C14KE20 | ELDAR SCOUTS (3) | \$13.50 |
| C14KE21 | ELDAR RUNES/TRANSFERS | \$9.95 |
| C14KE22 | WARP SPIDER ASPECT WARRIOR (2) | \$13.50 |
| C14KE23 | FEUGAN THE BURNING LANCE | \$14.95 |
| C14KE24 | ASURMAN THE HAND OF ASURYAN | \$14.95 |
| C14KE25 | KARANDAS THE SHADOW HUNTER | \$14.95 |
| C14KE26 | ELDRAD ULTHRAN FARSEER | \$14.95 |
| C14KE27 | BAHARROTH, CRY OF THE WIND | \$14.95 |
| C14KE28 | WARP SPIDER EXARCH | \$14.95 |
| C14KE29 | JAIN ZAR | \$14.95 |
| C14KE30 | MAUGAN RA | \$14.95 |
| C14KE31 | DEATH JASTER | \$7.50 |

| | | |
|---------|----------------------------|---------|
| C14KE32 | ELDAR WARLOCKS | \$8.95 |
| C14KE33 | ELDAR ANTI-GRAV PLATFORM | \$19.95 |
| C14KE1 | ELDAR AVATAR BOXED SET | \$39.95 |
| C14KE3 | ELDAR WAR WALKER BOXED SET | \$39.95 |

Imperial Forces

| | | |
|---------|-------------------------------|---------|
| C14KI01 | IMPERIAL GUARDSMEN | \$13.50 |
| C14KI03 | ROUGH RIDERS (1) | \$8.95 |
| C14KI04 | COMMISSARS (1) | \$8.95 |
| C14KI05 | ADEPTUS MECHANICUS | \$13.50 |
| C14KI06 | COMMISSAR YARRICK (1) | \$14.95 |
| C14KI07 | ADEPTUS ARBITES (3) | \$13.50 |
| C14KI08 | ADEPTUS CAPTAIN & TROOPER (2) | \$13.50 |
| C14KI09 | IMPERIAL PSYKERS | \$8.95 |
| C14KI10 | OGRYN (1) | \$13.50 |

Squats

| | | |
|---------|--------------------------|---------|
| C14KS01 | SQUATS | \$13.50 |
| C14KS02 | SQUAT HEAVY WEAPON TRIKE | \$13.50 |

Tyranids

| | | |
|---------|------------------------------|---------|
| C14KT01 | GENESTEALER PATRIARCH (1) | \$13.50 |
| C14KT02 | GENESTEALER HYBRIDS | \$13.50 |
| C14KT03 | TYRANID HUNTER-SLAYERS (3) | \$13.50 |
| C14KBT1 | TYRANID WARRIORS (3 plastic) | \$29.95 |
| C14KBT2 | GENESTEALERS (10 plastic) | \$23.95 |
| C14KBT3 | SCREAMER KILLER(1) | \$44.95 |

Boxed Sets

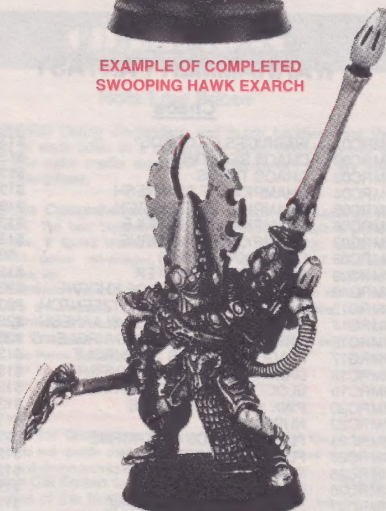
| | | |
|-----------------|----------------------------------|---------|
| C14BK01 | ULTRA MARINE DEVASTATORS (5) | \$39.95 |
| C14BK02 | ULTRA MARINE TACTICAL SQD (10) | \$44.95 |
| C14BK03 | SPACE WOLF GREY HUNTERS (10) | \$44.95 |
| C14BK04 | SPACE WLF GURD TERMINATORS (5) | \$44.95 |
| C14BK05 | SPACE WOLF BLOOD CLAWS (10) | \$44.95 |
| C14BK06 | SPACE WOLF LONG FANGS (5) | \$39.95 |
| C14BK08 | BLOOD ANGEL TACTICAL SQUAD (10) | \$44.95 |
| C14BK09 | DK ANGL DEATHWING TERMINTRS (5) | \$44.95 |
| C14BK10 | DARK ANGEL TACTICAL SQUAD (10) | \$44.95 |
| C14BK11 | BLOOD ANGEL DEVASTATORS (5) | \$39.95 |
| C14BK12 | BLOOD ANGEL DREADNOUGHT (1) | \$59.95 |
| C14BK13 | BLOOD ANGEL DEATH COMPANY (10) | \$44.95 |
| C14BK14 | PREDATOR TANK & decals (1) | \$29.95 |
| C14BK15 | ULTRAMARINE ASSAULT SQUAD (5) | \$39.95 |
| WITH JUMP-PACKS | | |
| C14BK16 | RHINO APC & decals (1) | \$19.95 |
| C14BK17 | SPACE MARINE TACTICAL SQUAD (10) | \$29.95 |
| C14BK18 | SPACE WOLF DREADNOUGHT (1) | \$59.95 |
| C14BK19 | LAND RAIDER & decals | \$39.95 |
| C14BK20 | WARRIORS OF THE IMPERIUM (6) | \$14.95 |
| C14BK21 | SPACE MARINE RAZORBACK | \$44.95 |
| C14BK001 | SPACE ORK WARRIORS (10) | \$23.95 |



EXAMPLE OF COMPLETED
SWOOPING HAWK EXARCH



EXAMPLE OF COMPLETED
WARP SPIDER EXARCH



EXAMPLE OF COMPLETED
FEUGAN - THE BURNING LANCE



ELDRAD ULTHRAN



SPACE MARINE

1/285th scale metal figures.

Imperial Forces

| | | |
|---------|------------------------------|---------|
| CIMEI01 | REAPER TITAN (1) | \$21.95 |
| CIMEI02 | WARHOUND TITAN | \$21.95 |
| CIMEI03 | TITAN WEAPON VARIANTS | \$11.95 |
| CIMEI04 | LEMAN RUSS TANKS | \$13.50 |
| CIMEI05 | PREDATOR TANK | \$13.50 |
| CIMEI06 | GORGON TANKS | \$13.50 |
| CIMEI07 | VINDICATOR TANKS | \$13.50 |
| CIMEI08 | LAND RAIDERS | \$13.50 |
| CIMEI10 | RHINO TANKS | \$13.50 |
| CIMEI11 | HELLHOUND FIRE THROWERS | \$13.50 |
| CIMEI13 | BANECLAD HEAVY TANK | \$13.50 |
| CIMEI14 | SHADOWSWORD HEAVY TANK | \$13.50 |
| CIMEI15 | STORMHAMMER HEAVY TANK | \$13.50 |
| CIMEI17 | IMPERIAL BASILISK ARTILLERY | \$19.50 |
| CIMEI18 | IMPERIAL MANTICORE ARTILLERY | \$19.50 |
| CIMEI19 | IMPERIAL WHIRLWIND ARTILLERY | \$19.50 |
| CIMEI20 | IMPERIAL BOMBARD ARTILLERY | \$19.50 |
| CIMEI21 | IMPERIAL DEATHSTRIKE MISSILE | \$19.50 |
| CIMEI23 | DROP PODS | \$13.50 |
| CIMEI24 | TERMITES ASSAULT VEHICLES | \$13.50 |
| CIMEI25 | IMPERIAL MOLE | \$13.50 |
| CIMEI26 | ROBOTS & DREADNOUGHTS | \$13.50 |
| CIMEI27 | THUNDERHAWK ASSAULT VEHICLES | \$13.50 |
| CIMEI28 | TARANTULAS & RAPIERS | \$13.50 |
| CIMEI32 | LEVIATHAN | \$19.50 |

Orks

| | | |
|---------|----------------------|---------|
| CIMEO02 | SLASHA GARGANT | \$23.95 |
| CIMEO03 | MEKBOY GARGANT (1) | \$23.95 |
| CIMEO05 | GIBLET GRINDA | \$13.50 |
| CIMEO06 | SKULL HAMMA | \$13.50 |
| CIMEO08 | LUNGBURSTA | \$13.50 |
| CIMEO09 | BOWELBURN | \$13.50 |
| CIMEO10 | GOBSMASHA | \$13.50 |
| CIMEO11 | SPLEENREDA | \$13.50 |
| CIMEO13 | BRAINCRUSHA | \$19.50 |
| CIMEO14 | GUTRIPPA | \$19.50 |
| CIMEO15 | BONE CRUNCHA | \$19.50 |
| CIMEO16 | BONE BREAKA | \$19.50 |
| CIMEO17 | BATTLEWAGONS | \$19.50 |
| CIMEO18 | WEIRDOY TOWER | \$11.95 |
| CIMEO20 | WARTRACK & HOPSPLAT | \$11.95 |
| CIMEO21 | SCORCHER ORK VEHICLE | \$10.50 |
| CIMEO22 | TINBOTS ORK VEHICLE | \$13.50 |
| CIMEO23 | SQUIGOTH | \$13.50 |
| CIMEO24 | SQUIG CATAPULT | \$13.50 |
| CIMEO25 | ORK PULSA ROKKITS | \$16.50 |
| CIMEO26 | MEKBOY SPEEDSTARS | \$13.50 |

Eldar

| | | |
|---------|--------------------------|---------|
| CIMEE01 | ELDAR TITANS | \$23.50 |
| CIMEE02 | ELDAR WARLOCK TITAN | \$23.50 |
| CIMEE05 | TEMPEST ELDER TANKS | \$13.50 |
| CIMEE06 | WAVE SERPENT ELDER TANKS | \$13.50 |
| CIMEE07 | WARP HUNTER ELDER TANKS | \$13.50 |
| CIMEE08 | DEATHSTALKER ELDER TANKS | \$13.50 |
| CIMEE09 | DOOMWEAVER ELDER TANKS | \$13.50 |
| CIMEE10 | WAR WALKERS | \$13.50 |

Chaos

| | | |
|---------|------------------------|---------|
| CIMEC02 | DEMONS OF NURGLE | \$13.50 |
| CIMEC03 | DEMONS OF KHORNE | \$13.50 |
| CIMEC04 | DEMONS OF TZEENTCH | \$13.50 |
| CIMEC05 | DEMONS OF SLAANESH | \$13.50 |
| CIMEC06 | DEMONS PRIMARCH | \$13.50 |
| CIMEC07 | KHORNE LORDS OF BATTLE | \$19.95 |
| CIMEC09 | TOWER OF SKULLS | \$8.95 |
| CIMEC10 | CAULDRON OF BLOOD | \$8.95 |
| CIMEC11 | DEATHDEALER | \$8.95 |

| | | |
|---------|---------------------------|---------|
| CIMEC12 | CANNON OF KHORNE | \$13.50 |
| CIMEC13 | TZEENTCH FIRE LORD (1) | \$13.50 |
| CIMEC14 | TZEENTCH SILVER TOWER (1) | \$13.50 |
| CIMEC15 | TZEENTCH DOOM WING (1) | \$13.50 |
| CIMEC16 | BRASS SCORPION (1) | \$8.95 |
| CIMEC17 | DOOM BLASTER (1) | \$8.95 |
| CIMEC18 | BLOOD REAPER (1) | \$8.95 |

Squats

| | | |
|---------|---------------------------------|---------|
| CIMES02 | SQUAT LANDTRAIN | \$16.50 |
| CIMES03 | SQUAT BATTLECARS FOR LANDTRAINS | \$16.50 |
| CIMES04 | SQUAT GYROCOPTERS (3) | \$13.50 |
| CIMES05 | SQUAT MEGACANNON (1) | \$13.50 |
| CIMES06 | SQUAT OVERLORD AIRSHIP (1) | \$13.50 |
| CIMES07 | SQUAT COLOSSUS (1) | \$23.95 |

Boxed Sets

| | | |
|--|-------------------------------|---------|
| CI763 | SPACE MARINE TACTICAL COMPANY | \$17.95 |
| 120 space marines & 24 rhinos | | |
| CI764 | SPACE MARINE LEGION | \$17.95 |
| 145 marines, 10 termiles, bikes, etc | | |
| CI765 | SPACE MARINE LAND RAIDERS | \$17.95 |
| 120 marines & 12 land raiders | | |
| CI766 | ELDAR LEGION | \$17.95 |
| 120 eldar & 12 grav-tanks | | |
| CI767 | ELDAR WAR HOST | \$17.95 |
| 125 eldar, 20 jetbikes, 10 cannons, etc | | |
| CI768 | IMPERIAL GUARD | \$17.95 |
| 135 infantry, 10 bikes, 5 sentinels, etc | | |
| CI769 | CHAOS HORDE | \$17.95 |
| 105 infantry, 30 beasts, 10 minotaurs, etc | | |
| CI770 | ORK HORDE | \$17.95 |
| 120 ork boys, 18 battlewagons | | |
| CI771 | SQUAT WARRIORS | \$17.95 |
| 130 infantry, 20 bikes, 5 thud guns, etc | | |
| CI772 | ORK INVASION | \$17.95 |
| 150 infantry, 5 warbikes, buggies, etc | | |
| CI773 | STOMPERS (64 in total) | \$17.95 |
| CISMB12 | CHAOS TITAN OF KHORNE (1) | \$29.95 |
| CISMB13 | IMPERIAL STORMBLADE COMPANY | \$38.95 |
| CISMB14 | SQUAT CYCLOPS (1) | \$29.95 |
| CISMB12 | GREAT GARGANT | \$44.95 |

WARHAMMER FANTASY

Chaos

| | | |
|---------|-----------------------------|---------|
| CIMRC01 | WARRIORS OF CHAOS | \$13.50 |
| CIMRC02 | CHAOS BEASTMEN | \$13.50 |
| CIMRC03 | CHAOS THUGS | \$13.50 |
| CIMRC04 | CHAMPION OF SLAANESH | \$13.50 |
| CIMRC05 | CHAMPION OF TZEENTCH | \$13.50 |
| CIMRC06 | CHAMPIONS OF NURGLE | \$13.50 |
| CIMRC07 | CHAMPIONS OF KHORNE | \$13.50 |
| CIMRC08 | CHAOS KNIGHTS (1) | \$8.95 |
| CIMRC09 | CHAOS BEASTMASTER | \$13.50 |
| CIMRC12 | GREATER DAEMONS OF KHORNE | \$23.95 |
| CIMRC13 | GREATER DAEMONS OF TZEENTCH | \$23.95 |
| CIMRC14 | GREATER DAEMONS OF SLAANESH | \$23.95 |
| CIMRC15 | GREATER DAEMONS OF NURGLE | \$23.95 |
| CIMRC17 | PLAGUE BEARERS OF NURGLE | \$13.50 |
| CIMRC18 | DAEMONETTES OF SLAANESH | \$13.50 |
| CIMRC19 | BLOODLETTERS OF KHORNE | \$13.50 |
| CIMRC20 | PINK & BLUE HORRORS | \$13.50 |
| CIMRC22 | NURGLINGS | \$13.50 |
| CIMRC23 | FLESH HOUNDS OF KHORNE | \$13.50 |
| CIMRC24 | FLAMERS OF TZEENTCH | \$13.50 |
| CIMRC25 | FIENDS OF SLAANESH | \$13.50 |
| CIMRC26 | BEASTS OF NURGLE | \$17.95 |
| CIMRC27 | JUGGERNAUT OF KHORNE | \$17.95 |
| CIMRC29 | MOUNTS OF SLAANESH | \$17.95 |
| CIMRC30 | FLYING DISKS OF TZEENTCH | \$17.95 |
| CIMRC31 | CHAOS SORCERER | \$8.95 |

Chaos Dwarves

| | | |
|--------|----------------------------------|---------|
| CWHC01 | CHAOS DWARF HALBERDIERS (3) | \$13.50 |
| CWHC02 | CHAOS DWARF COMMAND (3) | \$13.50 |
| CWHC03 | CHAOS DWARF ARQUEBUSIERS(3) | \$13.50 |
| CWHC04 | CHAOS DWARF BULL CENTAUR (1) | \$13.50 |
| CWHC05 | CHAOS DWARF ROCKET LAUNCHER | \$17.95 |
| CWHC06 | BULL CENTAUR STANDARD BEARER | \$13.50 |
| CWHC07 | CHAOS DWARF HEROES | \$8.95 |
| CWHH01 | HOBGOBLIN WARRIORS (4) | \$13.50 |
| CWHH02 | HOBGOBLIN ARCHERS (4) | \$13.50 |
| CWHH03 | HOBGOBLIN COMMAND (3) | \$13.50 |
| CWHH04 | HOBGOBLIN WOLF RIDER (1) | \$8.95 |
| CWHH05 | HOBGOBLIN WOLF RIDER COMMAND (1) | \$8.95 |
| CWHH06 | HOBGOBLIN SNEAKY GITS (4) | \$13.50 |
| CWHH07 | HOBGOBLIN BOLT THROWER, 3 CREW | \$17.95 |
| CWHH08 | HOBGOBLIN MOUNTED HERO | \$13.50 |
| CWHC01 | CHAOS DWARF ON GREAT TAURUS | \$44.95 |
| CWHC02 | EARTHSHAKER MORTAR | \$44.95 |
| CWHC03 | CHAOS DWARF SORCERER ON LAMASU | \$44.95 |

Brettonians

| | | |
|--------|------------------------------|---------|
| CWHB01 | CHEVALIER D'HONOR (1) | \$8.95 |
| CWHB02 | BRETTONIAN FOOT KNIGHTS | \$11.95 |
| CWHB03 | BRETTONIAN FOOT RETAINERS | \$11.95 |
| CWHB04 | BRETTONIAN CROSSBOWMEN | \$11.95 |
| CWHB05 | BRETTONIAN ARCHERS | \$11.95 |
| CWHB06 | BRETTONIAN MOUNTED LORDS (1) | \$8.95 |

Empire

| | | |
|--------|----------------------------------|---------|
| CWHW02 | GREY BATTLE WIZARD ON FOOT | \$7.50 |
| CWHW03 | GOLDIN BATTLE WIZARD ON FOOT | \$7.50 |
| CWHW04 | CELESTIAL BATTLE WIZARD ON FOOT | \$7.50 |
| CWHW05 | BRIGHT BATTLE WIZARD ON FOOT | \$7.50 |
| CWHW06 | LIGHT BATTLE WIZARD ON FOOT | \$7.50 |
| CWHW07 | AMBER BATTLE WIZARD ON FOOT | \$7.50 |
| CWHW08 | AMETHYST BATTLE WIZARD ON FOOT | \$7.50 |
| CWHW09 | JADE BATTLE WIZARD ON FOOT | \$7.50 |
| CWHW11 | MOUNTED JADE BATTLE WIZARD | \$8.95 |
| CWHW12 | MTD AMETHYST BATTLE WIZARD | \$8.95 |
| CWHW13 | MOUNTED LIGHT BATTLE WIZARD | \$8.95 |
| CWHW14 | MOUNTED AMBER BATTLE WIZARD | \$8.95 |
| CWHW15 | MOUNTED GREY BATTLE WIZARD | \$8.95 |
| CWHW16 | MOUNTED BRIGHT BATTLE WIZARD | \$8.95 |
| CWHW17 | MTD CELESTIAL BATTLE WIZARD | \$8.95 |
| CWHW18 | MOUNTED GOLD BATTLE WIZARD | \$8.95 |
| CWHW19 | ACOLYTES OF LIGHT COLLEGE (2) | \$8.95 |
| CWHI02 | KISLEV HORSE ARCHER (1) | \$8.95 |
| CWHI03 | KISLEV HORSE ARCHERS COMMAND | \$8.95 |
| CWHI04 | KISLEV WINGED LANCERS COMMAND | \$8.95 |
| CWHI05 | KISLEV WINGED LANCERS (1) | \$8.95 |
| CWHI06 | ICE QUEEN OF KISLEV (1) | \$8.95 |
| CWHI09 | KNIGHT OF WHITE WOLF (1) | \$8.95 |
| CWHI10 | GRANDMASTER WHITE WOLF (1) | \$8.95 |
| CWHI11 | KNIGHTS PANTHER (1) | \$8.95 |
| CWHI13 | KNIGHTS PANTHER GRANDMASTER (1) | \$8.95 |
| CWHI14 | MOUNTED REIKSGARD KNIGHT (1) | \$8.95 |
| CWHI15 | IMPERIAL OUTRIDER (1) | \$8.95 |
| CWHI16 | IMPERIAL STANDARDS | \$8.95 |
| CWHI18 | KNIGHT OF THE BLAZING SUN (1) | \$8.95 |
| CWHI19 | GRANDMASTER, THE BLAZING SUN (1) | \$8.95 |
| CWHI20 | IMPERIAL MORTAR | \$16.50 |
| CWHI21 | IMPERIAL GREAT SWORDS | \$13.50 |
| CWHI22 | IMPERIAL HALFLINGS | \$13.50 |
| CWHI23 | IMPERIAL HALFLING TROOPS | \$13.50 |
| CWHI24 | HALFLING HOTPOT CATAPULT | \$13.50 |
| CWHI25 | IMPERIAL VOLLEY GUN | \$26.95 |
| CWHI26 | IMPERIAL FOOT SOLDIERS (4) | \$13.50 |
| CWHI27 | IMPERIAL COMMAND GROUP (3) | \$13.50 |
| CWHI28 | IMPERIAL ARCHERS (4) | \$13.50 |
| CWHI29 | IMPERIAL PISTOLIER (1) | \$8.95 |
| CWHI30 | IMPERIAL HANDGUNNERS (4) | \$13.50 |
| CWHI31 | IMPERIAL HALBERDIERS (4) | \$13.50 |
| CWHI32 | IMPERIAL GREAT CANNON | \$26.95 |
| CWHI33 | IMPERIAL REIKSGARD (3) | \$13.50 |
| CWHI34 | TILEAN CROSS BOWMEN (4) | \$13.50 |
| CWHI35 | FLAGGELLENTS | \$13.50 |

Empire Boxed Sets

| | | |
|--------|--------------------------------------|---------|
| CWHI01 | EMPIRE WAR WAGON | \$59.95 |
| CWHI02 | IMPERIAL STEAM TANK | \$44.95 |
| CWHI03 | HEROES OF THE EMPIRE | \$29.95 |
| CWHI04 | ELECTOR COUNTS (4) | \$29.95 |
| CWHI05 | REGIMENT OF ALTDORF (30 halberdiers) | \$44.95 |
| CWHI06 | HALBERDIERS (10 PLASTIC) | \$14.95 |
| CWHI07 | IMPERIAL HERO ON PEGASUS | \$44.95 |
| CWHI08 | KARL FRANZ ON WAR GRIFFON | \$44.95 |
| CWHI09 | KNIGHTS OF WHITE WOLF (4) | \$29.95 |
| CWHI10 | KNIGHTS PANTHER (4) | \$29.95 |
| CWHI11 | IMPERIAL WAR ALTAR | \$44.95 |

Elves & Dark Elves

| | | |
|--------|----------------------------|---------|
| CWHE13 | WOOD ELF COMMAND GROUP (3) | \$13.50 |
| CWHE15 | WOOD ELVES (4) | \$13.50 |
| CWHE16 | ELF WARDANCERS (4) | \$13.50 |
| CWHE17 | ELF ANIMAL HANDLERS | \$13.50 |
| CWHE30 | DARK ELVES (4) | \$13.50 |
| CWHE31 | DARK ELF COLD ONES | \$8.95 |
| CWHE32 | DARK ELF CAVALRY | \$8.95 |
| CWHE33 | DARK ELF WITCH ELVES | \$13.50 |
| CWHE36 | DARK ELF BEASTMASTERS | \$13.50 |
| CWHE37 | DARK ELF COMMAND GROUP (3) | \$13.50 |

High Elves

| | | |
|--------|--------------------------------|---------|
| CWHE01 | HIGH ELF SPEARMEN (4) | \$13.50 |
| CWHE02 | HIGH ELF COMMAND (3) | \$13.50 |
| CWHE03 | HIGH ELF BOWMEN (4) | \$13.50 |
| CWHE04 | HIGH ELF SILVERHELMS MTD. (1) | \$8.95 |
| CWHE05 | HIGH ELF REPEATING BOLTTHROWER | \$17.95 |
| CWHE06 | SILVERHELMS CAPTAIN MTD (1) | \$9.95 |
| CWHE07 | TECLIS HIGH ELF MAGE (1) | \$14.95 |
| CWHE08 | TYRION HIGH ELF MTD PRINCE (1) | \$17.95 |
| CWHE09 | HIGH ELF PHOENIX GUARD (4) | \$14.95 |
| CWHE10 | SWORDMASTERS OF HOETH (4) | \$13.50 |
| CWHE11 | SHADOW WARRIORS (4) | \$13.50 |

| | | |
|---------|--------------------------|---------|
| CIWHE12 | WHITE LIONS OF CHRAE (4) | \$13.50 |
| CIWHE19 | ELF WIZARD ON UNICORN | \$17.95 |
| CIWHE21 | REAPER KNIGHT HERO (1) | \$8.95 |
| CIWHE22 | DRAGON PRINCE HERO (1) | \$8.95 |

High Elf Boxed Sets

| | | |
|---------|-------------------------------|---------|
| CIWHE01 | HIGH ELF DRAGONLORD | \$44.95 |
| CIWHE02 | HIGH ELF SILVER HELMS (4) | \$29.95 |
| CIWHE03 | HIGH ELF WAR GRIFFON | \$44.95 |
| CIWHE04 | HIGH ELVES (10 PLASTIC) | \$14.95 |
| CIWHE05 | HIGH ELF ATTACK CHARIOT | \$29.95 |
| CIWHE06 | HIGH ELF HERO ON PEGASUS | \$44.95 |
| CIWHE07 | HIGH ELF REAPER KNIGHTS (4) | \$29.95 |
| CIWHE08 | DRAGON PRINCES OF CALEDOR (3) | \$29.95 |

Dwarfs

| | | |
|---------|---------------------------|---------|
| CIWHD01 | DWARF CLANSMEN | \$13.50 |
| CIWHD02 | IMPERIAL DWARFS | \$13.50 |
| CIWHD03 | BUGMANS CART | \$13.50 |
| CIWHD04 | DWARF COMMAND GROUP (3-4) | \$13.50 |
| CIWHD06 | DWARF CROSSBOWS | \$13.50 |
| CIWHD07 | DWARF TROLL SLAYERS | \$13.50 |
| CIWHD08 | DWARF IRONBREAKERS (4) | \$13.50 |
| CIWHD09 | DWARF LONGBEARDS (4) | \$13.50 |
| CIWHD10 | DWARF HAMMERERS (4) | \$13.50 |
| CIWHD11 | DWARF THUNDERERS (4) | \$13.50 |
| CIWHD12 | GOTREK & FELIX (2) | \$14.95 |
| CIWHD13 | KAZADOR DWARF KING | \$14.95 |
| CIWHD14 | UNGRIM THE SLAYER (1) | \$14.95 |
| CIWHD15 | BUGMANS TROOPERS | \$13.50 |
| CIWHD16 | DWARF CANNON | \$17.95 |
| CIWHD17 | BURLOCK DAMMINSON (1) | \$14.95 |
| CIWHD18 | KRAGG THE GRIMM (1) | \$14.95 |
| CIWHD19 | DWARF MINERS (4) | \$13.50 |
| CIWHD20 | DWARF MINER COMMAND (3) | \$13.50 |
| CIWHD21 | DEMON SLAYER (1) | \$13.50 |
| CIWHD22 | GIANT SLAYERS (2) | \$13.50 |
| CIWHD23 | DRAGON SLAYER (1) | \$8.95 |
| CIWHD24 | DWARF SPEARMEN | \$13.50 |
| CIWHD01 | DWARF THRONE OF POWER | \$44.95 |
| CIWHD02 | DWARFS (10 PLASTIC) | \$14.95 |
| CIWHD03 | DWARF ANVIL OF DOOM | \$44.95 |
| CIWHD04 | DWARF FLAME CANNON | \$44.95 |
| CIWHD05 | DWARF GYROCOPTER (1) | \$26.95 |
| CIWHD06 | BUGMANS BREWERS | \$34.95 |

Skaven

| | | |
|---------|----------------------------------|---------|
| CIWHS02 | SKAVEN CLAN RATS | \$13.50 |
| CIWHS03 | SKAVEN COMMAND GROUP (3) | \$13.50 |
| CIWHS04 | SKAVEN SLAVES (3-4) | \$13.50 |
| CIWHS05 | SKAVEN WARP FIRE THROWERS | \$13.50 |
| CIWHS06 | SKAVEN JEZZAIL | \$13.50 |
| CIWHS07 | SKAVEN STORMVERMIN (4) | \$13.50 |
| CIWHS08 | SKAVEN PLAGUE MONKS (3) | \$13.50 |
| CIWHS09 | SKAVEN SENSOR BEARERS (2) | \$13.50 |
| CIWHS10 | SKAVEN GUTTER RUNNERS (4) | \$13.50 |
| CIWHS11 | SKAVEN POISON WIND GLOBADIERS | \$13.50 |
| CIWHS12 | SKAVEN RAT OGRE (1) | \$17.95 |
| CIWHS13 | SKAVEN PACK MASTERS (7) | \$13.50 |
| CIWHS14 | SKAVEN DEATH LORD SNIKCH | \$14.95 |
| CIWHS15 | SKAVEN LORD SKROLK (1) | \$14.95 |
| CIWHS16 | SKAVEN GREY SEER THANQUOL (1) | \$14.95 |
| CIWHS17 | SKAVEN WARLORD QUEEK (1) | \$14.95 |
| CIWHS18 | SKVN IKIT CLAW CHIEF WARLOCK (1) | \$14.95 |
| CIWHS19 | BONERIPPER MUTANT RAT OGRE | \$19.95 |
| CIWHS20 | SKAVEN RAT SWARMS | \$13.50 |
| CIWHS01 | SKVN SCREAMING BELL BOXED SET | \$44.95 |

| | | |
|---------|----------------------------------|---------|
| CIWHS02 | SKAVEN WARRIORS (10 plastic fig) | \$14.95 |
| CIWHS03 | SKAVEN DOOM WHEEL BOXED SET | \$44.95 |
| CIWHS04 | SKAVEN GIANT VERMIN LORD | \$34.95 |

Fighters

| | | |
|---------|------------|---------|
| CIWHF01 | BARBARIANS | \$13.50 |
| CIWHF02 | NORSEMEN | \$13.50 |

Gobbos

| | | |
|---------|--------------------------------------|---------|
| CIWHG01 | NIGHT GOBLINS (4) | \$13.50 |
| CIWHG02 | NIGHT GOBLINS COMMAND (4) | \$13.50 |
| CIWHG03 | NIGHT GOBLINS FANATICS (4) | \$13.50 |
| CIWHG04 | GOBLINS (4) | \$13.50 |
| CIWHG05 | FLYING FANATIC (1) | \$13.50 |
| CIWHG06 | NIGHT GOBLIN NET TEAM | \$13.50 |
| CIWHG07 | NIGHT GOBLIN SQUIG HERDERS | \$13.50 |
| CIWHG08 | FOREST GOBLINS (4) | \$13.50 |
| CIWHG09 | FOREST GOBLIN COMMAND (3) | \$13.50 |
| CIWHG10 | FOREST GOBLIN SPIDER RIDER (1) | \$8.95 |
| CIWHG11 | GOBLIN SPIDER RIDER (1) | \$13.50 |
| CIWHG12 | SNOTGLINGS | \$13.50 |
| CIWHG13 | GOBLIN WOLF BOYZ | \$13.50 |
| CIWHG14 | GOBLIN SQUIG HOPPER (1) | \$8.95 |
| CIWHG15 | GOBLIN BATTLE BANNERS | \$9.95 |
| CIWHG16 | SKARSNK & GOBBLER | \$17.95 |
| CIWHG01 | GOBLIN WARRIORS (10 plastic figures) | \$14.95 |
| CIWHG02 | GOB WOLF RIDERS (5) BOXED SET | \$29.95 |
| CIWHG03 | CHIEFTAIN GROM'S CHARIOT | \$44.95 |

ORCS

| | | |
|---------|------------------------------|---------|
| CIWHO01 | ORC SAVAGE BOYZ | \$13.50 |
| CIWHO02 | SAVAGE ORC BOYZ (4) | \$13.50 |
| CIWHO03 | ORC BOYZ (4) | \$13.50 |
| CIWHO04 | ORC BIG'UNS (2) | \$13.50 |
| CIWHO05 | ORC COMMAND GROUP (3) | \$13.50 |
| CIWHO06 | GORFANG ORC CHIEFTAIN (1) | \$13.50 |
| CIWHO07 | SAVAGE ORC COMMAND (3) | \$13.50 |
| CIWHO08 | BOLT THROWER | \$19.95 |
| CIWHO09 | ORC ARRRR BOYZ | \$13.50 |
| CIWHO10 | ORC BATTLE BANNERS | \$9.95 |
| CIWHO11 | BLACK ORCS | \$13.50 |
| CIWHO12 | BLACK ORC COMMAND GROUP | \$13.50 |
| CIWHO13 | SAVAGE ORC BOAR BOYZ | \$8.95 |
| CIWHO14 | SAVAGE ORC BOAR BOYZ COMMAND | \$8.95 |
| CIWHO01 | ORC ROCK LOBBER | \$44.95 |
| CIWHO02 | ORC SHAMAN ON WYVERN | \$59.95 |
| CIWHO03 | ORCS WARRIORS (10 PLASTIC) | \$14.95 |

Trolls

| | | |
|---------|--------------------|---------|
| CIWHM08 | SWARMS | \$13.50 |
| CIWHM10 | STONE TROLL (1) | \$19.95 |
| CIWHM11 | RIVER TROLL (1) | \$19.95 |
| CIWHM14 | ARMORED MERC OGRES | \$16.50 |

Undead

| | | |
|---------|----------------------|---------|
| CIWHU02 | SKELETON WARRIORS | \$11.95 |
| CIWHU03 | SKELETON ARCHERS | \$11.95 |
| CIWHU04 | ARMORED SKELETONS | \$11.95 |
| CIWHU06 | GHOULS | \$11.95 |
| CIWHU07 | ETHERIALS | \$11.95 |
| CIWHU08 | NIGHT HORRORS | \$11.95 |
| CIWHU09 | SKELETON CAVALRY (1) | \$8.95 |
| CIWHU10 | SKULL CHUCKER | \$14.95 |
| CIWHU11 | ZOMBIES | \$11.95 |

| | | |
|---------|--------------------------|---------|
| CIWHU12 | PLAGUE CART | \$11.95 |
| CIWHU13 | MUMMIES | \$11.95 |
| CIWHU14 | UNDEAD CHARACTERS | \$11.95 |
| CIWHU15 | CARRION | \$17.95 |
| CIWHU17 | SKELETON COMMAND GROUP | \$13.50 |
| CIWHU18 | WIGHTS | \$13.50 |
| CIWHU19 | VAMPIRE LORD | \$8.95 |
| CIWHU20 | NECROMANCER (1) | \$8.95 |
| CIWHU21 | ZOMBIES (4) | \$13.50 |
| CIWHU22 | ZOMBIE COMMAND GROUP (3) | \$13.50 |
| CIWHU03 | LICHE KING'S CHARIOT | \$44.95 |
| CIWHU04 | SKELETON WARRIORS (10) | \$14.95 |
| CIWHU05 | NECROMANCER ON MANTICORE | \$44.95 |
| CIWHU06 | SKELETON HORSEMEN (3) | \$14.95 |
| CIWHU07 | SKELETON CHARIOT | \$14.95 |

Additional Fantasy Boxed Sets

| | | |
|--------|-----------------------|---------|
| CIWH33 | FANTASY FIGHTERS (30) | \$34.95 |
| CIWH08 | GIANT (1) | \$59.95 |

MAN O' WAR

| | | |
|---------|-------------------------------|---------|
| CIOWI01 | IMPERIAL GREATSHIP | \$14.95 |
| CIOWI02 | IMPERIAL WAR GALLEY (3) | \$14.95 |
| CIOWI03 | IMPERIAL WOLF SHIP (3) | \$29.95 |
| CIOWI04 | HELLHAMMER | \$14.95 |
| CIOWI05 | GRIFFON RIDERS (3) | \$14.95 |
| CIOWD01 | DWARF IRONCLAD (3) | \$29.95 |
| CIOWD02 | DWARF MONITOR (3) | \$14.95 |
| CIOWD03 | DWARF NAUTILUS (3) | \$14.95 |
| CIOWD04 | DWARF DREADNOUGHT (1) | \$14.95 |
| CIOWD05 | DWARF GYROCOPTERS (3) | \$14.95 |
| CIOWD06 | DWARF BALLOONS (3) | \$14.95 |
| CIOWE04 | HIGH ELF DRAGONSHIP (1) | \$14.95 |
| CIOWE05 | HIGH ELF EAGLE SHIP (3) | \$29.95 |
| CIOWE06 | HIGH ELF HAWKSHIP (3) | \$14.95 |
| CIOWE07 | HIGH ELF EAGLE RIDERS (3) | \$14.95 |
| CIOWE08 | HIGH ELF DRAGON RIDERS (3) | \$14.95 |
| CIOWB01 | BRETTONIAN GALLEON (1) | \$14.95 |
| CIOWB02 | BRETTONIAN CORSAIR (3) | \$29.95 |
| CIOWB03 | BRETTONIAN BUCCANEER (3) | \$14.95 |
| CIOWB04 | BRETTONIAN PEGASUS RIDERS (3) | \$14.95 |
| CIOWE01 | DARK ELF BLACK ARK (1) | \$29.95 |
| CIOWE02 | DARK ELF DEATH FORTRESS (3) | \$29.95 |
| CIOWE03 | DARK ELF DOOMREAPER (3) | \$14.95 |
| CIOWE04 | DARK ELF MANTICORE RIDERS (3) | \$14.95 |
| CIOWO01 | ORC HULK | \$14.95 |
| CIOWO02 | ORC BIG CHUCKA | \$14.95 |
| CIOWO03 | ORC DRILLA KILLA | \$29.95 |
| CIOWO04 | WYVERN RIDERS (3) | \$14.95 |
| CIOWC01 | CHAOS PLAGUESHIP | \$14.95 |
| CIOWC02 | CHAOS PLAGUE CRUSHER | \$29.95 |
| CIOWC03 | TZEENTCH BANE TOWER (1) | \$14.95 |
| CIOWC04 | TZEENTCH WINGED TERROR (1) | \$14.95 |
| CIOWC05 | BLOODSHIP OF KHORNE | \$14.95 |
| CIOWC06 | IRONSHARKS OF KHORNE | \$29.95 |
| CIOWC07 | DEATH GALLEYS | \$14.95 |
| CIOWM01 | BEASTS OF THE DEEP | \$29.95 |
| CIOWM02 | MONSTERS OF THE SEA | \$29.95 |
| CIOWN01 | Norse Longships (3) | \$14.95 |
| CIOWN02 | Norse Kingship (1) | \$14.95 |
| CIOWS01 | SKAVEN DOOMBINGER (1) | \$14.95 |
| CIOWS02 | SKAVEN DEATHBURNERS (3) | \$14.95 |
| CIOWS03 | SKAVEN WARP RAIDERS (3) | \$14.95 |

BLOOD BOWL

| | | |
|---------|----------------------------|---------|
| CIBBB01 | ORKLAND RAIDERS (11) | \$44.95 |
| CIBBB02 | NAGGAROTH NIGHTMARES (12) | \$38.95 |
| CIBBB03 | CHAMPIONS OF DEATH (12) | \$38.95 |
| CIMBB01 | NOBBLA BLACKWORT GOBBO (1) | \$7.50 |
| CIMBB02 | SCRAPPA SOREHEAD GOBBO (1) | \$7.50 |
| CIMBB03 | MORGT'N N'THROG OGRE (1) | \$17.95 |
| CIMBB04 | GRIFF OBERWALD HUMAN (1) | \$7.50 |
| CIMBB05 | THE MIGHTY ZUG HUMAN (1) | \$7.50 |
| CIMBB06 | FUNGUS THE LOON GOBBO (1) | \$7.50 |

Oil! Other New Stuff Just In

| | | |
|----------|----------------------------------|---------|
| CIB4KE03 | Elder Dreadnought Boxed Set | \$40.00 |
| CIM4KE32 | Elder Wraithguard (1) | \$13.50 |
| CIM4KO14 | Snake Bite Boyz | \$13.50 |
| CIM4KO15 | Snake Bite Nobz (1) | \$8.95 |
| CIXCD6 | Pack of Sustained Fire Dice | \$2.95 |
| CIMWHU06 | Ghouls | \$13.50 |
| CIMBB07 | Bommer Dribblesnot | \$7.50 |
| CIMBB08 | Ripper Bolgrot - Troll | \$23.95 |
| CIMOWC08 | Hellfire Barge & Hull Destroyers | \$29.95 |
| CIGWB03 | Citadel Catalog # 4 | \$14.95 |

Coming Soon

| | | |
|----------|------------------------------|---------|
| CIB4KO16 | Snake Bite Boarboyz (4) | \$30.00 |
| CIM4KO17 | Snake Bite Boarboyz Nobz (1) | \$12.00 |
| CIB4KO18 | Splatta Gun & 2 crew | \$24.00 |



SLOTTA BASES

| | | |
|-------|----------------------------|--------|
| C18B1 | SLOTTA BASES 20mm | \$2.95 |
| C18B2 | SLOTTA BASES 25mm | \$2.95 |
| C18B4 | SLOTTA BASES HORSE BASE | \$2.95 |
| C18B5 | SLOTTA BASES MONSTER BASE | \$2.95 |
| C18B6 | SLOTTA BASES FLYING STANDS | \$2.95 |
| C18B7 | SLOTTA BASES ROUND BASE | \$2.95 |
| C18B8 | EPIC SLOTTA BASES | \$2.95 |

OTHER ACCESSORIES

| | | |
|----------|--------------------------------------|---------|
| C1137290 | WARHAMMER BATTLE DICE | \$4.50 |
| C1137300 | EPIC BATTLE DICE | \$4.50 |
| C1137310 | ARTILLERY BATTLE DICE | \$2.95 |
| C187003 | FIGURE CASE | \$29.95 |
| CIPSP01 | White Primer Spray Can | \$14.95 |
| CIPSP02 | Black Primer Spray Can (recommended) | \$14.95 |
| CIPSP03 | Clear Matt Varnish Spray Can | \$14.95 |

CITADEL PAINT BRUSHES

| | | |
|--------|-------------------|---------|
| CIPB01 | 000 Size Brush | \$5.00 |
| CIPB02 | 00 Size Brush | \$5.00 |
| CIPB03 | 0 Size Brush | \$5.00 |
| CIPB04 | 1 Size Brush | \$6.50 |
| CIPB05 | 2 Size Brush | \$6.50 |
| CIPB06 | 3 Size Brush | \$6.50 |
| CIPB10 | Paint Brush Set 1 | \$14.95 |

CITADEL PAINT SETS

| | | |
|------|--------------------------|---------|
| CIP1 | COLOUR PAINT SET | \$22.95 |
| CIP2 | CREATURE PAINT SET | \$22.95 |
| CIP3 | MONSTER PAINT SET | \$22.95 |
| CIP4 | PAINT SET - EXP INKS | \$22.95 |
| CIP5 | PAINT SET - SPACE MARINE | \$22.95 |
| CIP6 | PAINT SET - ORC & ELGAR | \$22.95 |
| CIP7 | METALLIC PAINT SET | \$22.95 |
| CIP8 | EPIC PAINT SET | \$22.95 |

CITADEL PAINT POTS 20ml

| | | |
|--------|-----------------------|--------|
| CITP1 | SKULL WHITE | \$2.95 |
| CITP2 | CHAOS BLACK | \$2.95 |
| CITP3 | BLOOD RED | \$2.95 |
| CITP4 | BRONZED FLESH | \$2.95 |
| CITP5 | WOODLAND GREEN | \$2.95 |
| CITP6 | ENCHANTED BLUE | \$2.95 |
| CITP7 | SUNBURST YELLOW | \$2.95 |
| CITP8 | MITHRIL SILVER | \$4.50 |
| CITP9 | SHINING GOLD | \$4.50 |
| CITP10 | ROTTING FLESH | \$2.95 |
| CITP11 | GOBLIN GREEN | \$2.95 |
| CITP12 | ELF GREY | \$2.95 |
| CITP13 | WORM PURPLE | \$2.95 |
| CITP14 | HOBGOBLIN ORANGE | \$2.95 |
| CITP15 | ORC BROWN | \$2.95 |
| CITP16 | SPEARSTAFF BROWN | \$2.95 |
| CITP17 | SWAMP BROWN | \$2.95 |
| CITP18 | CHAINMAIL | \$4.50 |
| CITP19 | GHOUL GREY | \$2.95 |
| CITP20 | BILIOUS GREEN | \$2.95 |
| CITP21 | RED GORE | \$2.95 |
| CITP22 | ELECTRIC BLUE | \$2.95 |
| CITP23 | BRAZEN BRONZE | \$4.50 |
| CITP24 | MOODY BLUE | \$2.95 |
| CITP25 | TITILLATING PINK | \$2.95 |
| CITP26 | BESTIAL BROWN | \$2.95 |
| CITP27 | IMPERIAL PURPLE | \$2.95 |
| CITP28 | SMELLY PRIMER | \$2.95 |
| CITP29 | BLUE GREY | \$2.95 |
| CITP30 | SPACE WOLF GREY | \$2.95 |
| CITP31 | MARINE DARK BLUE | \$2.95 |
| CITP32 | ULTRAMARINE BLUE | \$2.95 |
| CITP33 | BLOOD ANGEL ORANGE | \$2.95 |
| CITP34 | SALAMANDER BLACK | \$2.95 |
| CITP35 | SALAMANDER GREEN | \$2.95 |
| CITP36 | TERRACOTTA | \$2.95 |
| CITP37 | BOLT GUN METAL | \$4.50 |
| CITP38 | GO FASTA RED | \$2.95 |
| CITP39 | BAD MOON YELLOW | \$2.95 |
| CITP40 | SNAKE BITE LEATHER | \$2.95 |
| CITP41 | HAWK TURQUOISE | \$2.95 |
| CITP42 | FIRE DRAGON CRIMSON | \$2.95 |
| CITP43 | SCORPION GREEN | \$2.95 |
| CITP44 | ORK FLESH | \$2.95 |
| CITP45 | BLEACHED BONE | \$2.95 |
| CITP46 | TIN BITZ | \$4.50 |
| CITP47 | POLISHED BLUE | \$4.50 |
| CITP48 | BURNISHED GOLD | \$4.50 |
| CITP49 | DWARF BRONZE | \$4.50 |
| CITP50 | AMATHYST PURPLE | \$4.50 |
| CITP51 | BEATEN COPPER | \$4.50 |
| CITP52 | GLISTENING GREEN | \$4.50 |
| CITP53 | FIRE ORANGE | \$2.95 |
| CITP54 | SULPHUR DESERT YELLOW | \$2.95 |
| CITP55 | BATTLE GREEN | \$2.95 |
| CITP56 | ASH GREY WASTE | \$2.95 |
| CITP57 | NIGHTWORLD BLUE | \$2.95 |
| CITP58 | JUNGLE GREEN | \$2.95 |
| CITP59 | CODEX GREY | \$2.95 |
| CITP60 | IMPERIAL STRIKE GREEN | \$2.95 |
| CITP61 | HORIZON BLUE | \$2.95 |

CITADEL INK POTS

| | | |
|--------|--------------------|--------|
| CIINK1 | RED INK | \$2.95 |
| CIINK2 | ORANGE INK | \$2.95 |
| CIINK3 | YELLOW INK | \$2.95 |
| CIINK4 | GREEN INK | \$2.95 |
| CIINK5 | BLUE INK | \$2.95 |
| CIINK6 | PURPLE INK | \$2.95 |
| CIINK7 | BROWN INK | \$2.95 |
| CIINK8 | CHESTNUT BROWN INK | \$2.95 |
| CIINK9 | BLACK INK | \$2.95 |

ACRYLIC PAINTS

PAINT SETS

| | | |
|---|-----------------------|---------|
| RAL77730 | PARTHA FANTASY PAINTS | \$24.95 |
| Silver, gold, black, white, blue, green, red, yellow, brush & figure. | | |
| RAL77740 | AUTUMN COLOURS | \$17.95 |
| Autumn gold, khaki, brown, woodbrown, pine green, armor grey. | | |
| RAL77741 | SUMMER COLOURS | \$17.95 |
| Flaxen yellow, adobe & dunkel brown, evergreen, armor grey, olive. | | |
| RAL77750 | CHAOS WAR COLOURS | \$17.95 |
| Mold, slate, burgundy, metallic blue, green & red. | | |
| RAL77790 | SILKS AND SATINS AD&D | \$15.95 |
| Royal blue, lavender, blue, royal red, white, green. | | |
| RAL77791 | NATURAL COLORS AD&D | \$15.95 |
| Wetset brown, yellow, pink, elemental orange, moss green, blue. | | |

ACCESSORIES

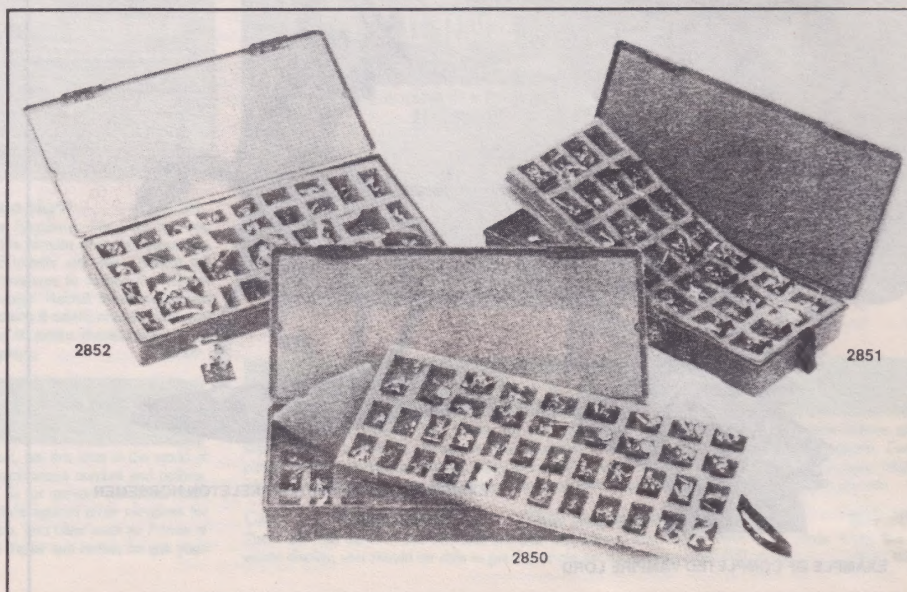
| | | |
|----------|-----------------------------|---------|
| RAL77725 | SPRAY PRIMER | \$8.95 |
| RAL77726 | SPRAY CLEAR MATTE SEALER | \$8.95 |
| RAL77727 | DRAGONSCALE METALLIC CREAMS | \$19.50 |
| RAL77728 | BRUSH KIT | \$14.95 |
| RAL77729 | SPONGE APPLICATOR BRUSHES | \$2.50 |

INDIVIDUAL POTS 25ml

| | | |
|----------|------------------------------|--------|
| RAL77701 | GOLD METALLIC | \$3.50 |
| RAL77702 | SILVER METALLIC | \$3.50 |
| RAL77703 | BRONZE METALLIC | \$3.50 |
| RAL77704 | STEEL | \$3.50 |
| RAL77705 | FLESH | \$3.50 |
| RAL77706 | WHITE | \$3.50 |
| RAL77707 | GRAY | \$3.50 |
| RAL77708 | BLACK | \$3.50 |
| RAL77709 | SHAMROCK GREEN | \$3.50 |
| RAL77710 | FOREST GREEN | \$3.50 |
| RAL77711 | DUN | \$3.50 |
| RAL77712 | LEATHER | \$3.50 |
| RAL77713 | RED BROWN | \$3.50 |
| RAL77714 | DARK BROWN | \$3.50 |
| RAL77715 | IVORY | \$3.50 |
| RAL77716 | YELLOW | \$3.50 |
| RAL77717 | ORANGE | \$3.50 |
| RAL77718 | RED | \$3.50 |
| RAL77719 | SKY BLUE | \$3.50 |
| RAL77720 | TRUE BLUE | \$3.50 |
| RAL77721 | DARK BLUE | \$3.50 |
| RAL77722 | COPPER METALLIC | \$3.50 |
| RAL77723 | PURPLE | \$3.50 |
| RAL77731 | KHAKI | \$3.50 |
| RAL77761 | AGED METAL AD&D | \$3.50 |
| RAL77762 | FROST GIANT WHITE AD&D PAINT | \$3.50 |
| RAL77763 | MINOTAUR FUR BROWN | \$3.50 |
| RAL77764 | HELL HOUND BROWN AD&D | \$3.50 |
| RAL77765 | DAMSEL FLESH AD&D | \$3.50 |
| RAL77766 | MAINCORE MANE YELLOW AD&D | \$3.50 |
| RAL77767 | MOLD YELLOW | \$3.50 |
| RAL77768 | GOBLIN FLESH TANGERINE | \$3.50 |
| RAL77769 | DRAGON SCALE RED | \$3.50 |
| RAL77770 | TENTACLE PINK | \$3.50 |
| RAL77771 | DRAGON TONGUE PURPLE | \$3.50 |
| RAL77772 | SEMBIA RED | \$3.50 |
| RAL77773 | CORMYR BLUE | \$3.50 |
| RAL77774 | MIND FLAYER MAUVE | \$3.50 |
| RAL77775 | PALADIN BLUE AD&D | \$3.50 |
| RAL77776 | DRAGON SCALE BLUE | \$3.50 |
| RAL77777 | BULETTE BLUE AD&D | \$3.50 |
| RAL77778 | REMORHAZ BLUE AD&D | \$3.50 |
| RAL77779 | STORM GIANT GREEN | \$3.50 |
| RAL77780 | BEHIR BLUE AD&D | \$3.50 |
| RAL77781 | TROLL FLESH GREEN | \$3.50 |
| RAL77782 | ELVEN GREEN | \$3.50 |
| RAL77783 | GHOU FLESH LIME | \$3.50 |
| RAL77784 | BULLYWUGS BELLY GREEN | \$3.50 |

FIGURE CASES

| | | |
|--|--|---------|
| CHX2850 | 80 Compartments (2 Pre-cut foam inserts) | \$44.95 |
| Suitable for 25mm humanoid figures. | | |
| CHX2851 | 56 Compartments (2 Pre-cut foam inserts) | \$44.95 |
| Can carry 28 mechs, or 56 larger 25mm figures. | | |
| CHX2852 | 40 Compartments (1 Pre-Cut foam insert) | \$44.95 |
| Various compartment sizes, for large figures. | | |



MINIATURES' PAINTING SERVICE

We are pleased to offer all of our customers a miniatures painting service, using primarily Southern Cross Miniatures, an out-of-house professional miniatures-painting business. **We expect a four week turn around on orders.** You may either:

- request us to have figures you are buying from us to be painted before we deliver them to you, or
- you can send us to any figures you currently own that you wish to be painted.

The rates and terms are as below:

Painting Technique A: The highly detailed Citadel Connoisseur quality paint job. Includes shading, assembly & basing of miniatures. Please tell us what base sizes the miniatures should be on, & any required colors, etc! Monsters & machines require a lot of assembly work, hence their high price.

Painting Technique B: High quality paint job which includes shading, assembly & basing of miniatures. Please tell us what base sizes the miniatures should be on, & any required colors, etc! Monsters & machines require a lot of assembly work, hence their high price.

Painting Technique C: The wargames standard paint job for those rank & file figures, which includes assembly & basing of miniatures. Please tell us what base sizes the miniatures should be on, & any required colors, etc!

| Fantasy & Sci-Fi | Painting Technique Prices (incl. basing) | | |
|--------------------|--|------------|------------|
| | A | B | C |
| 25mm Foot Figures, | \$18.90 | \$8.40 | \$4.20 |
| Mechs | per figure | per figure | per figure |
| 25mm Mounted | \$29.40 | \$12.60 | \$8.40 |
| | per figure | per figure | per figure |
| Monsters/Machines | Model's | Model's | - |
| | Retail x 2 | Retail x 1 | |

| Historical | Painting Technique Prices (incl. basing) | | |
|------------------------|--|------------|------------|
| | A | B | C |
| 5mm Foot | - | - | \$0.32 |
| | | | per figure |
| 5mm Mounted, Artillery | - | - | \$0.58 |
| | | | per figure |
| 15mm Foot * | \$3.15 | \$2.10 | \$1.58 |
| | per figure | per figure | per figure |
| 15mm Horse * | \$6.30 | \$4.20 | \$3.15 |
| | per figure | per figure | per figure |
| 15mm Artillery * | - | - | \$3.15 |
| | | | per cannon |
| 25mm Foot | \$6.30 | \$4.20 | \$3.15 |
| | per figure | per figure | per figure |
| 25mm Horse | \$12.60 | \$8.40 | \$6.30 |
| | per figure | per figure | per figure |
| 25mm Artillery | - | - | \$6.30 |
| | | | per cannon |

Freight \$6.00 per \$100.00 of total paint job worth
 (We will send the painted models to you via an insured carrier, but only if you supply us with your daytime delivery address, ie, not a Post Office Box, Mail Service, etc.)

Please note: all sales are final, and no work will be undertaken unless we have received payment in full for the paint job ordered.

* Includes 15mm Fantasy. Note that 15mm Fantasy, 15mm 7 Years War, & 15mm Napoleonic figures can only be painted at painting rates A or B.